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MEAN MACHINES SEGA

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SEGA'S 32-BIT GAMES: FIRST SHOTS!



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- NBA JAM
- MADN
- ROAD RASH
- MICRO MACHINES

MEGA-CD
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- CHUCK RACER
- MANSION OF HIDDENSOULS

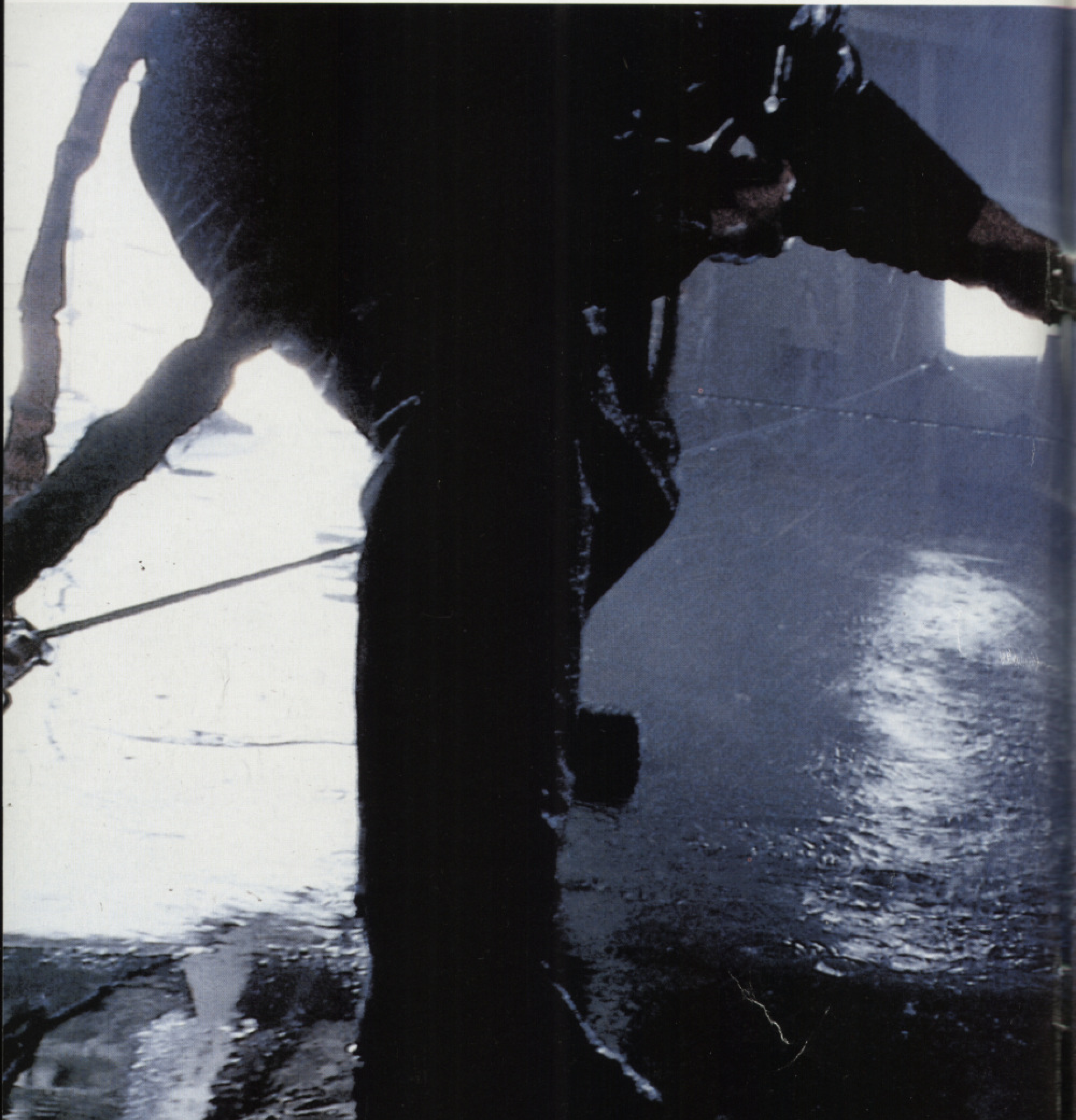
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STREETS OF RAGE 3

FIRST PREVIEW

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COVER STORY

MEAN MACHINES EXCLUSIVE



STREETS OF RAGE 3

Is there no end to our genius? Nope. You wanted, and we've got it — the complete, behind-the-scenes story of Streets Of Rage 3! As Axel, Blaze, Skate and a new character Zan battle their way through wave after wave of bovver boys and the like, we were there every step of the way. You can read all about it on PAGE 24 where the game is revealed in full. Are we good to you or what?!



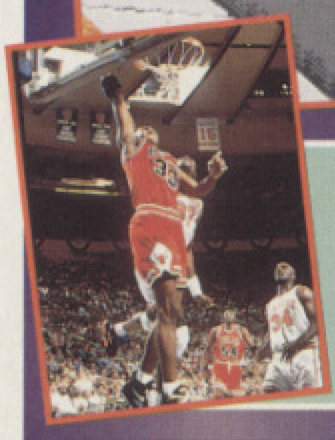
CON



REVIEWS

MEGADRIVE





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WHODUNNIT

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SPECIAL THANKS TO: As ever, if it wasn't for the following suppliers of fine software we'd have nobody to thank: Martin of the Video Games Centre, Bournemouth (0202 527314) and George at ICE Distribution (0302 340079) - especially for the loan of Socket this month. Thanks guys, much appreciated...

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COMPETITION RULES
EMAP IMAGES staff and their families, friends and anyone we like are ineligible for any competitions that Mean Machines Sega runs. It's a pity really, as Steve had his eye on that Gremlin video prize. Mind you, the Editor's decision is final...

OOPS!
In last month's mag, we gave Castlevania's sound 99%. This was a cock-up, and it should have got 90%. Also, we forgot to add the score for Buggy Run. Feel free to award it 60%. Finally, Virtua Racing won't be £34.99 as reported. The person responsible has been shot (again).

THE SUPPOSEDLY FUNNY BIT
Hey, I like this. I suppose as Editor I get to write whatever crap I like in this tiny – but cosy – space. Mind you, I suppose they'll all want me to be funny all the time like I was when I was on NMS. Mind you, that stopped being funny when I left, so there's hope yet.

Chomp! — the Phantom.



It came to pass that, after months of to-ing and fro-ing, Richard Leadbetter decided to leave MEAN MACHINES SEGA to work on his other magazine before he split into two seperate entities. Thus, with Richard gone a successor had to be found. The good Lord EMAP sent his hordes across Britain in search of someone the MEAN MACHINES SEGA slipper would fit. As the many courtiers returned from a fruitless search across the world, a small voice said, 'gis it 'ere, I'll have a go.' It was indeed a bundle of rags known as Steve Merrett, a runty little nobody who scraped a living working on a tiny insignificant mag, but nevertheless he proferred his servce and - surprisngly - the magazine fitted! Hallelujah!

Yes, MEAN MACHINES SEGA has a new Editor, and it's me who's responsible for the appalling piece of drivel above. Still, the rest of the mag is far better and inside you'll find exclusive reviews of Ground Zero Texas, NBA Jam, and Bubba'N'Stix - all this and a fantastic Streets Of Rage III preview and poster, too. And if you think that's good, wait until next month - it's going to blow your minds. Until then, take care now, y'hear...

STEVE

THE TEAM



STEVE 'TIE A YELLOW RIBBON' MERRETT

"I had to go into hospital to have an abcess removed from my bum," recounts a wincing Steve. "After the operation I had to have the hole they cut out packed with this yellow, antiseptic ribbon to stop infection. After that, though, I had to keep pulling it out every morning so fresh stuff could go in - and it was several feet in length! Even now, I can't watch Paul Daniels pull reams of flags from his capacious pockets..."

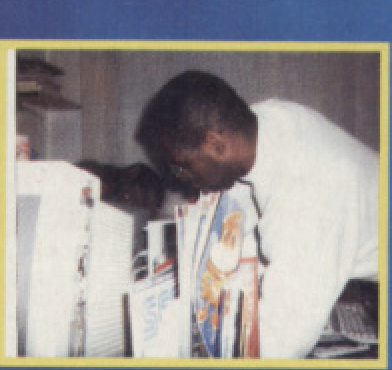
CURRENT FAVE GAMES:FIFA, BUBBA'N'STIX, CHUCK RACER



LUCY ''ALLO OLIVE' HICKMAN

A Tetanus jab revealed that our luverley Ass Ed was alergic to them! Having trodden on a rusty nail, Lucy had to go in for a jab. "The only reason we found out I was allergic to the jabs was because my armed swelled up to three times its normal size," says our resident Popeye lookalike. Ug-ug-ug.

CURRENT FAVE GAMES:CASTLEVANIA, ETERNAL CHAMPIONS



OZ 'SINGING DETECTIVE' BROWNE

During his recednt treatment for Varicose veins, Oz was given special pills. "I never normally takes pills - not even if I have a headache," says our man with the crayons, "and I never will again as the ones the hospital gave me made all my skin peel off." It's not



Friends of Bambi"s mum at the funeral

DEATH DECOMES THEM

Just to show that Mortal Kombat's gore hasn't affected us in any way (M'lord). here's a list of our favourite movie deaths...

STEVE:"The bit in 'Day Of The Dead' where this zombie uses a soldier's head as a bowling ball."

LUCY:"Bambi's Mum's death."

OZ:"The dagger/snogging scenario in The Hunger."

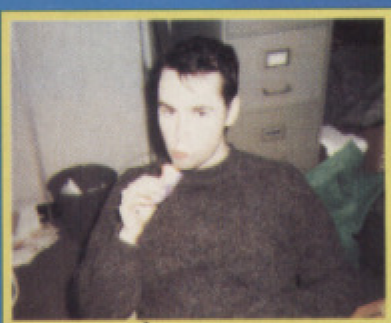
GUS:"The end of War of The Roses."

CLAIRE:"The suitcase bit in Henry: Portrait Of A Serial Killer."

ORIAL

Illness, eh - it's horrible. As if having a permanently runny nose or bum isn't bad enough, there's the adverse side-effects to deal with...

all bad, though, as Oz managed to get a extra three days off work by leaving one of his shed husks behind his desk.
CURRENT FAVE GAMES:GROUND ZERO TEXAS, SONIC 3, STREET FIGHTER II



ANGUS 'DIZZY' SWAN

"Whenever I get really ill, I completely lose my sense of balance," says our newly-promoted Production Editor. "This results in much hilarity as I try to steady myself enough to throw up - and hit the target." It must also be said that drinking fizzy pop also has this effect on Gus as many a time he has been seen staggering down the road after a few 'sherberts.'
CURRENT FAVE GAMES:DRAGON'S LAIR, VIRTUA RACING, DOUBLE SWITCH



CLAIRE 'RASH DECISION' COULTHARD

"During one particularly bad illness I was given penicillin to combat the infection. It was the first time I'd taken it so I wasn't exactly expecting to be allergic to it! The result was I broke out in this really disgusting rash which spread all over me." Yeah, and isn't it about time it cleared up, Claire...
CURRENT FAVE GAMES:CLAIRE DOESN'T HAVE A MEGADRIVE.(SOB SOB)

OI, THAT HURTS

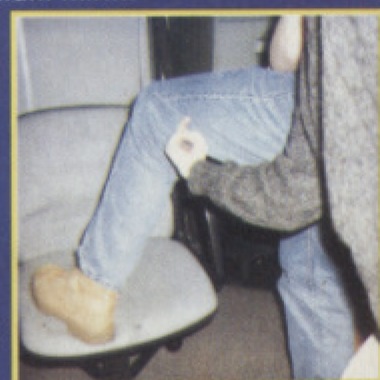
Establishing order in the MMS office is far from easy. Here's a guide to how we placate noisy members of the team:



1:CHINESE BURN
Simple, this one. Simply clasp victim's arm with both hands, and twist hands in opposite directions. Guaranteed to make them wince and leave glowing red arms.
2. CHINESE BICYCLE RIDE: Why is it that all these pain-inducing things have the 'Chinese' prefix. I'd hate to go to school there if that's what they do all day. Ah well, ensure you victim's head is firmly between your clenched fists and rotate your knuckles against their head in a pedal-style fashion. Ooyah!



3. COWBITE: Particularly nasty, these. Grab the saggy skin slightly above and behind the knee with your fingers. Now twist viciously.
4. SPOONING: You need a metal spoon (any size) for this one. Simply tap spoon on the crown of victim's head for instant mirth.



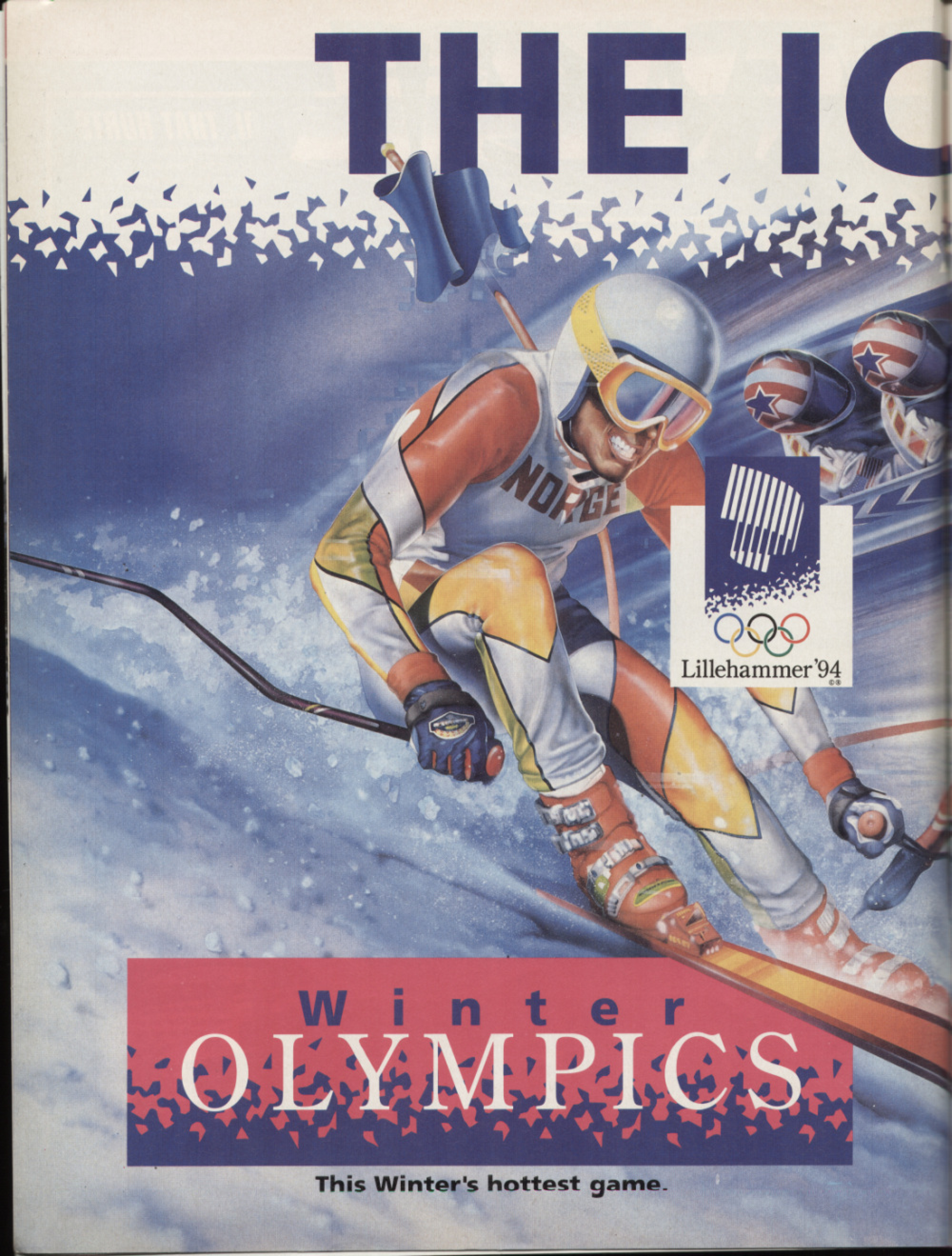
5. DEAD LEG: Slightly above the knee, to the outer side of the thigh there's a small indent in the muscle. A well-placed knuckle here results in the victim collapsing as the leg suddenly loses all feeling! Can also be used on arms.

WIN! ADDAMS FAMILY GOODIES

They're a nice bunch at Acclaim, and that's for sure. To celebrate the arrival of Megadrive, Master System and Game Gear versions of The Addams Family in February, they've given us ten limited edition Addams cameras and ten T-shirts to give away. The T-shirts feature the ever-handy Thing on the back, whilst the disposable cameras are unique in that the first picture it takes always has Gomez and his clan in the background! To win a camera and a shirt, simply answer the following question and put the answer on the back of a postcard addressed to the MEAN MACHINES SEGA offices:

What's the name of Gomez's daughter?
A. Wednesday
B. Tommorow
C. Friday




THE IC
NORGE
Lillehammer'94
Winter
OLYMPICS
This Winter's hottest game.

Huzzah! It was CES time again at the start of January, and our man in the floral shirt, Richard Leadbetter was there gathering all the latest info on the Sega scene. Take it away, Ricardo...

CES SHO

Rich here, furiously typing away on my portable PC inside a top Las Vegas hotel during the Winter CES Show – THE showcase for video games. Just about everything that Sega has to offer over the first six months of 1994 is on show here - including greats like Sonic 3 and Virtua Racing and true sadness masquerading in cart form like Popeye. Check out this full report, where I inform you, the beloved reader, about the lot - and I gloat a lot because I've seen the Saturn.

SEGA SATURN: AN OFFICIAL ANNOUNCEMENT

Sega of America finally announced that they are releasing a machine called Saturn. It's 32-bit, it's utterly amazing and I have seen the machine in action.

Saturn is the next generation in terms of video game hardware. Nothing available at the moment can touch it in terms of performance. The machine is packed full of incredible hardware (check out my news report in the August issue of MEAN MACHINES SEGA for the full spec) which produces arcade-quality visuals.

Saturn is a CD machine, which disappointed a lot of people. However, the linear games and slow access time synonymous with CD should now become a thing of the past. Saturn has a *quadruple* speed CD drive capable of loading 600K of data every second. Quite impressive. The machine also has a three or four megabyte memory cache for the CD (some reports say it is four megs - my latest source claims it is only three).

Much has been written about what Sega have put into Saturn. MEAN MACHINES SEGA has gone one better – we've got ACTUAL Saturn screenshots! Two games are exclusively revealed here. I have actually seen a total of four games in action on the machine, and we'll be reporting on these next issue.

CES

THE GAMES

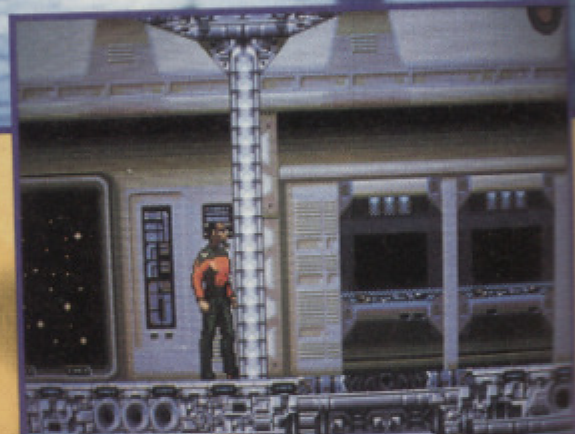
Four Saturn games are as near as dammit complete. Sega of Japan have released a tentative initial release schedule - the biggest games are Sonic the Hedgehog, Virtua Racing and (cue fanfare)...

VIRTUA FIGHTERS

Your eyes do not deceive you. This is an actual Saturn shot of Virtua Fighters. What's more, I have seen the game in action and it is simply astonishing. The game is virtua-lly identical to the arcade machine. You want super-smooth, totally lifelike characters with amazing polygon action? You got it. VF **IS** the coin-op! Perhaps in more ways than one...

Look, look, look! It's Virtua Fighters innit? Blimey, it's identical to the coin-op and everything...





Deep Space Nine in all its platformy glory. Now you, too, can be benjamin Sisko and, er... run around being nice to people.

THE FULL WORKS

Listed here is every game shown at the CES. Some we have covered before, but others were only mentioned in passing but we thought you'd like to hear about...

MEGADRIVE
GOOFY'S HYSTERICAL HISTORY TOUR – ABSOLUTE
BARKLEY: SHUT UP AND JAM – ACCOLADE
SPEED RACER – ACCOLADE
BRETT HUL HOCKEY – ACCOLADE
UNNECESSARY ROUGHNESS – ACCOLADE
SHANGHAI II: DRAGON'S EYE – ACTIVISION
SORCERER'S KINGDOM – AMERICAN SAMMY
SNOW WHITE HAPPILY EVER AFTER – ASC

WTIME CES

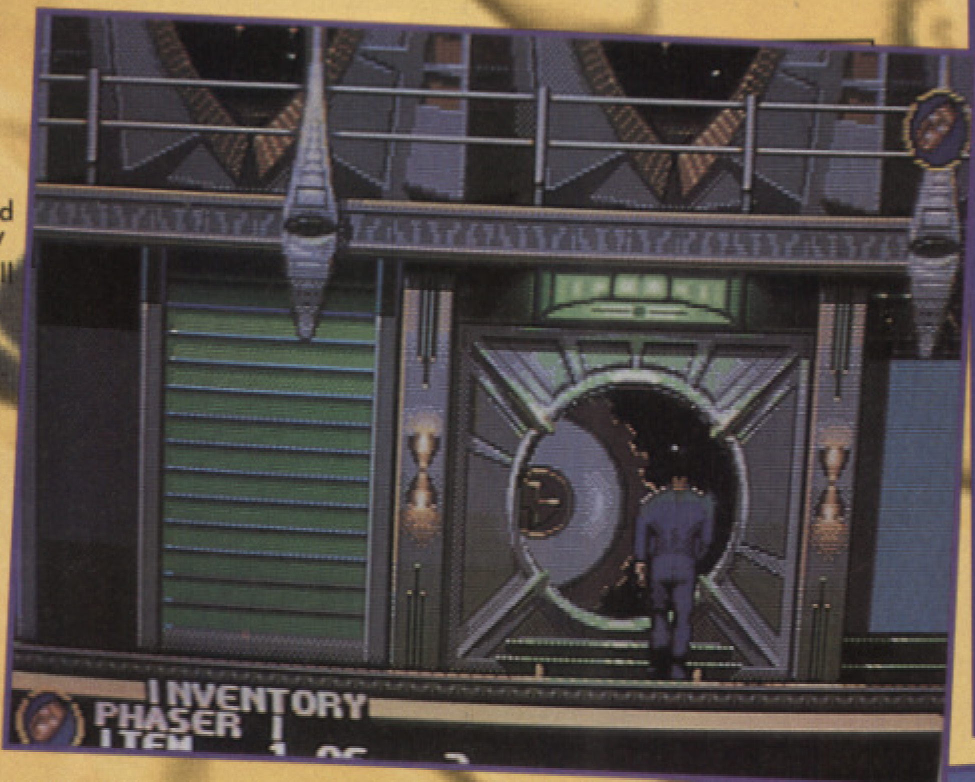
DEEP SPACE NINE

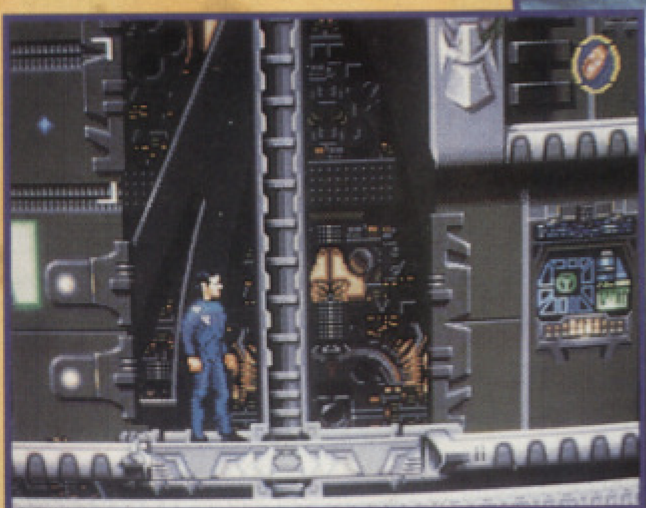
Star Trek fans will be overjoyed to hear that the latest series, Deep Space Nine, is being converted onto the Megadrive.

The game is a sideways scrolling arcade adventure, drawing heavily on plots and situations from the mega TV series. Players can control all the DS9 heroes: Sisko, Kira, Bashir, O'Brien, Dax and even the shapeshifting Odo. It's looking a bit dodgy at the moment (the sound is absolutely dire), but Playmates, who are producing it, point out that the game is still in the early days of development.

Incidentally, Playmates are the toy company behind the Star Trek toys and are going to bundle an exclusive limited edition Commander Sisko action figure with the game (in the US only, I'm afraid)...

▼ *One of the crew of Deep Space Nine's base find himself lost in the same corridor set used by Doctor Who, that lot in Space 1999 and all of Blake's 7.*



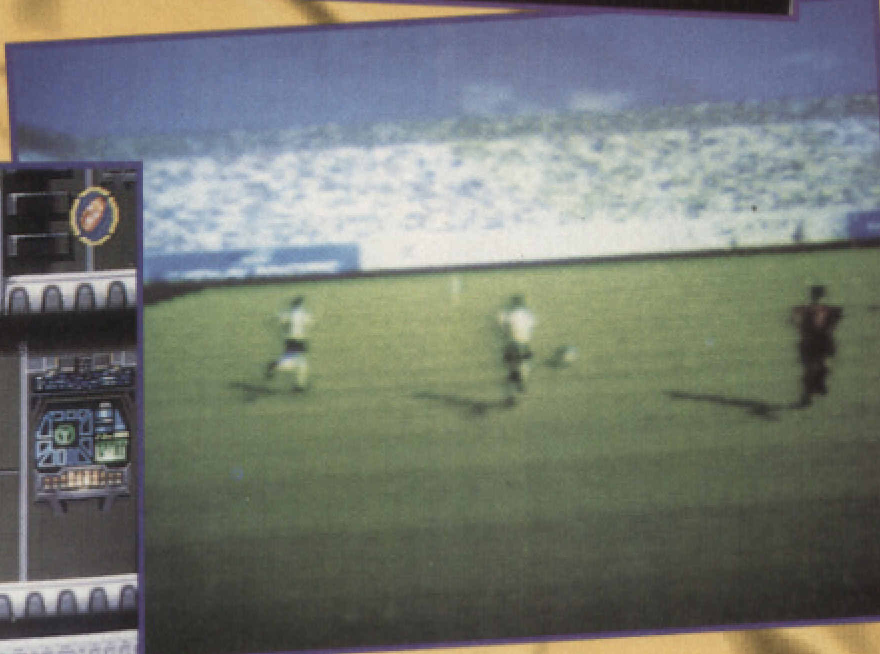


SEGA VR DELAYED

Sega of America have missed their initial shipment date for Sega VR – the first home Virtual Reality system.

Now they hope to have finished helms in the shops by August of this year. The actual reason behind the delay was not forthcoming at the CES. Some people thought it might be down to some of the negative criticism it received at the Chicago show last year. However, the hardware has not changed at all from when I first saw it with the refinements being made to the software. I have used Sega VR and think that with the right software it could be totally sensational. We'll have more for you soon.

◀ *Wow, Saturn Soccer in all its glory. I bet it's so detailed you can see the players' sweat. Or something.*



SATURN SOCCER

Saturn Soccer is another of the 32-bit titles I discovered at the show. The game isn't anywhere near as impressive to look at as Virtua Fighting, but it's still extremely decent stuff. Saturn Soccer is a footy game with a totally lifelike pitch and highly realistic action. The pitch and players are rendered in 3D, with the machine able to display the action from any angle possible. This shot doesn't really do justice to the game which looks is brilliant; but, hey, it's better than nothing.

POPEYE THE SAILOR MAN – AMERICAN TECHNOS
NBA JAM – ARENA
ITCHY AND SCRATCHY – ARENA
USHRA MONSTER TRUCK WARS – ARENA
PRO MOVES SOCCER – ASCIIWARE
THE MAGICAL QUEST STARRING MICKEY MOUSE – CAPCOM
BUBBA 'N' STIX – CORE DESIGN
SKELETON KREW – CORE DESIGN
HIGH SEAS HAVOC – DATA EAST
MEGA TURRICAN – DATA EAST
DASHIN' DESPERADOES – DATA EAST
MARKO'S MAGIC FOOTBALL – DOMARK
SUPERBIKE CHALLENGE – DOMARK
JIM POWER: THE LOST DIMENSION IN 3D – ELECTROBRAIN
BOXING LEGENDS OF THE RING – ELECTROBRAIN
MUTANT LEAGUE HOCKEY – EA
NBA 94 SHOWDOWN – EA
WING COMMANDER II – EA

CES

CAPCOM TAKE THE MICKEY

Capcom disappointed every die-hard game fan at the CES Show by not revealing one iota of information about the release of Super Street Fighter II - a game we know they are currently converting to the Megadrive.

However, they did unveil one new title: a conversion of their stunning Super NES platform game, The Magical Quest, Starring Mickey Mouse. As you can see from our spyshot, the game is fab to look at and plays well – but isn't in the same league as Sonic 3 by any stretch of the imagination. Look out for a preview soon, as the game is being released in the Spring (in the US anyway).



Life's funny sometimes. Bearing in mind William Shatner's alleged baldness, they saved themselves trouble by making Picard in the first place.







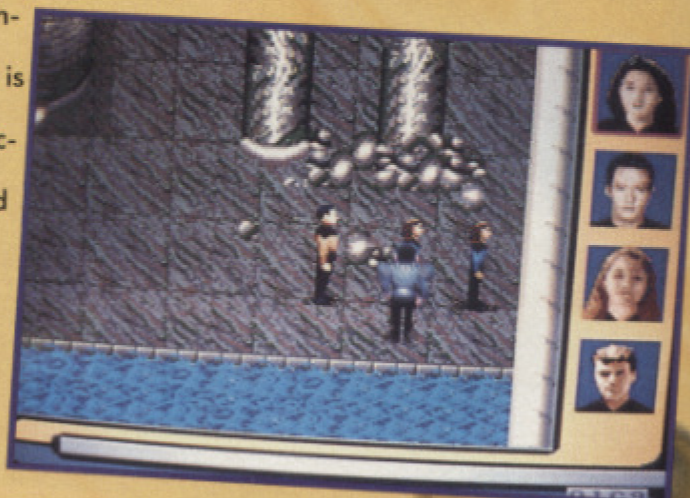
SEGA MAKE IT SO WITH STAR TREK

After being delayed for over six months, Sega were finally ready to unveil the Megadrive version of America's top show: Star Trek: The Next Generation.

After an exhaustive play-testing session I can reveal that the game looks rather smart indeed. The same attention to detail seen in the program is here in the game (the on-board computer contains a vast portion of the knowledge contained in the show's writers'/directors' guide!). Although the graphics are a bit ropey, the strategic/arcade gameplay is excellent and the atmosphere of the TV show is successfully captured, mostly due to the masses of sound effects sampled from the show. We should be reviewing this one rather soon now – look out for a later issue of MEAN MACHINES SEGA for the full gen.





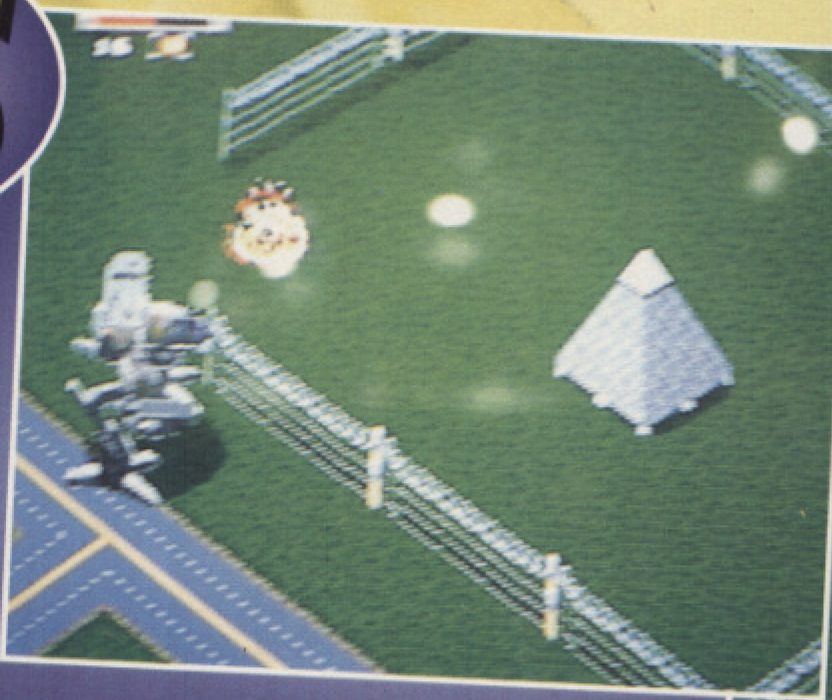


ANDRETTI RACING – EA
PGA TOUR GOLF III – EA
BATTLETECH – EXTREME
CHAMPIONS WORLD CLASS SOCCER – FLYING EDGE
SPIDER-MAN AND VENOM: MAXIMUM SOCCER – FLYING EDGE
SIMPSONS: VIRTUAL BART – FLYING EDGE
FAMILY FEUD – GAMETEK
JEOPARDY! DELUXE EDITION – GAMETEK
JEOPARDY! SPORTS EDITION – GAMETEK
MICKEY'S ULTIMATE CHALLENGE – HI-TECH
WE'RE BACK – HI-TECH
BEETHOVEN – HI-TECH
BARBIE SUPER MODEL – HI-TECH
TOM AND JERRY FRANTIC ANTICS – HI-TECH
THE LOST VIKINGS – INTERPLAY
RISE OF THE ROBOTS – JVC
WOLF CHILD – JVC
CHESTER CHEETAH: WILD, WILD QUEST – KANEKO

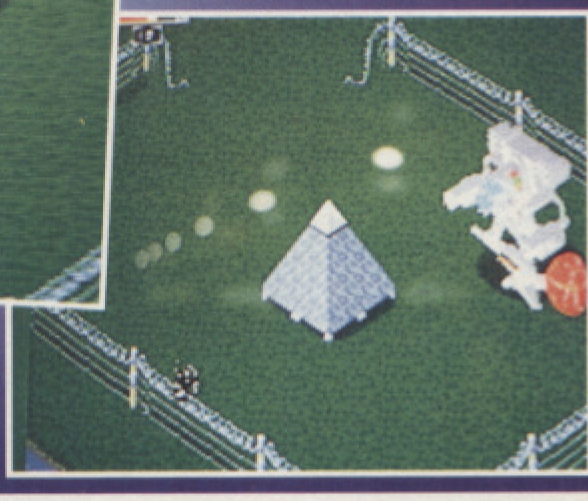

24
FEB

CES

▼ *Battletech's big robots wander around looking for some small droids to bully.*



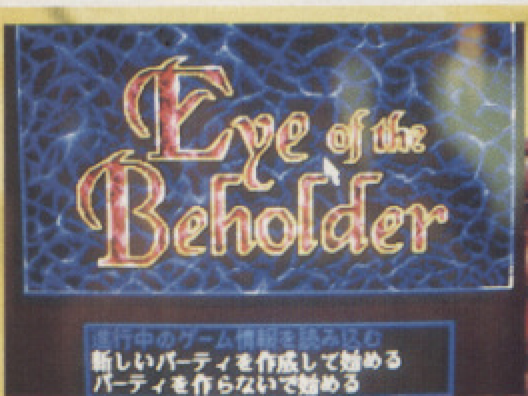




BATTLETECH IS SMART

Overall I was a tad disappointed by the lack of innovation in games on offer at the show, but one of the more promising titles I had a look at is a conversion of the Battletech fantasy role-playing game.

The Megadrive version is an isometric-view blaster of enormous proportions and promises to be "right tasty". I spent a long while with this one and reckon it's going to be a massive hit. Expect more coverage soon, but in the meanwhile examine our spyshot.



◀ *My, what an exciting show the CES was. Not that you'd know from this bog-awful screenshot.*



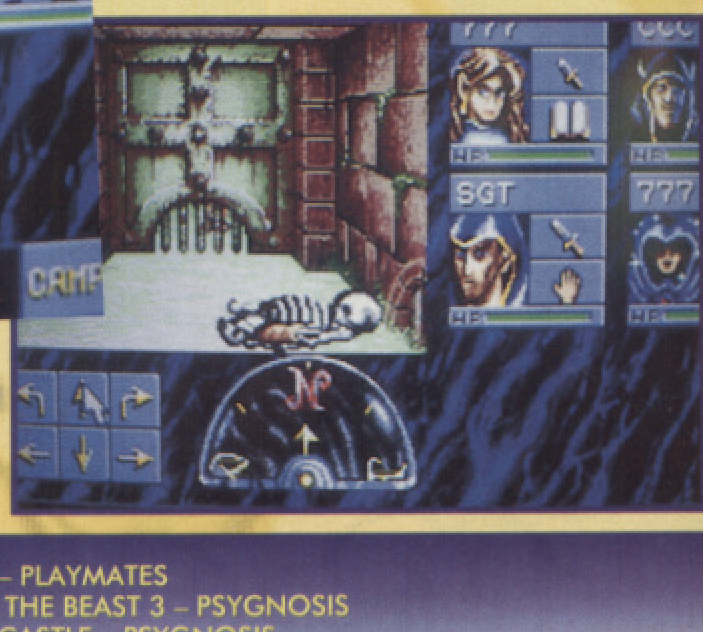
TOP CLASS RPG ACTION

The CES Show proved to be a veritable goodie-bag of exciting RPG action. Perhaps the most impressive title on offer was a Mega-CD conversion of Eye of the Beyonder – which features incredible CD music from Streets of Rage maestro, Yuzo Koshiro.

Might and Magic 3 was also on show, which looked fairly interesting if a bit dated. RPG fans should also be aware that Shining Force 2 is coming out – this promises to be excellent (no pics on this one, I'm afraid as Sega didn't have it on display).



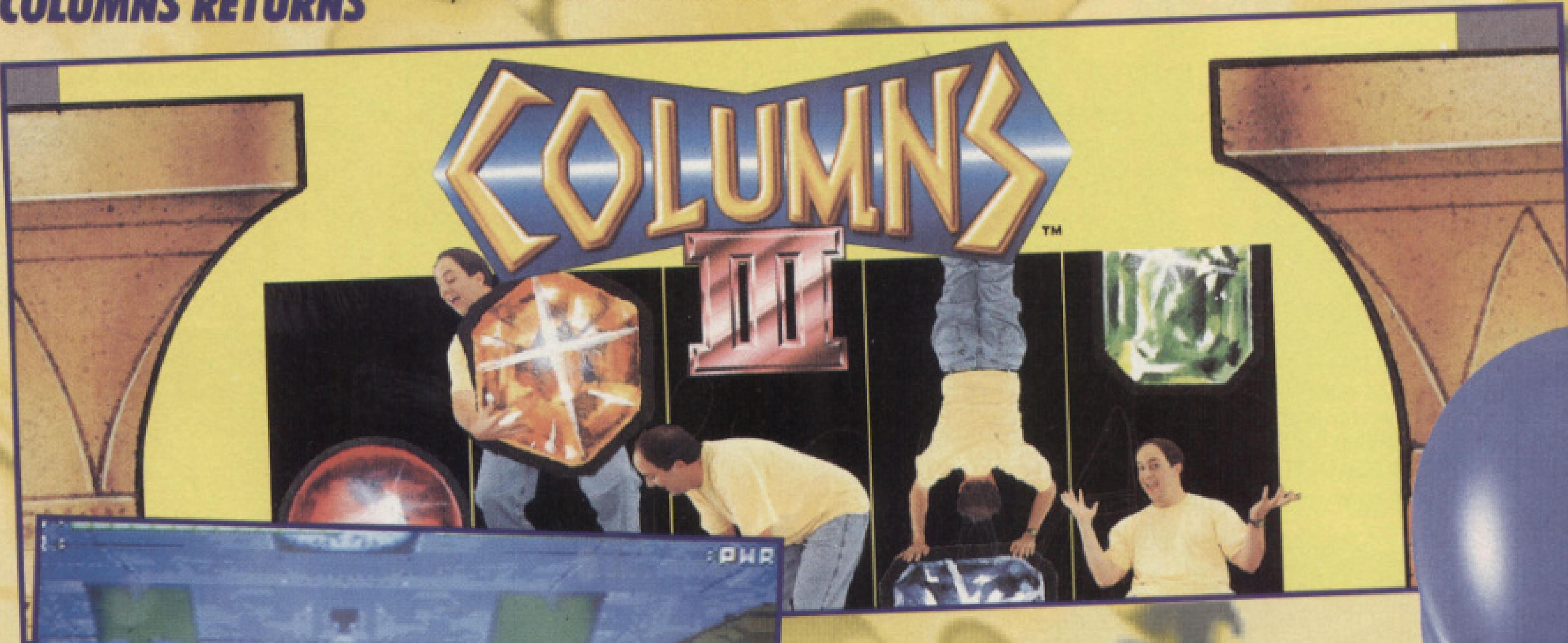
▲ *Claire! Are you sure this the best screenshot of the entire show? Personally, I think you're fibbing. Steve...*



FIDO DIDO – KANEKO
SOCKS THE CAT – KANEKO
HYPERDUNK: THE PLAYOFF EDITION – KONAMI
IMPOSSIBLE MISSION 2025: THE SPECIAL EDITION – MICROPROSE
STAR QUEST – NAMCO
RISK – PARKER BROTHERS
CLUE – PARKER BROTHERS
MONOPOLY – PARKER BROTHERS
STAR TREK: DEEP SPACE NINE – PLAYMATES
EXO-SQUAD – PLAYMATES
SHADOW OF THE BEAST 3 – PSYGNOSIS
MAGICIAN'S CASTLE – PSYGNOSIS
RESCUE – PSYGNOSIS
LEMMINGS 2 – PSYGNOSIS
BILL'S TOMATO GAME – PSYGNOSIS
WALKER – PSYGNOSIS
GLOBDULE – PSYGNOSIS
SUPER BATTLESHIP – SOFTWARE TOOLWORKS

COLUMNS RETURNS

▼ *Yes, this is Columns III. That is the end of this announcement.*



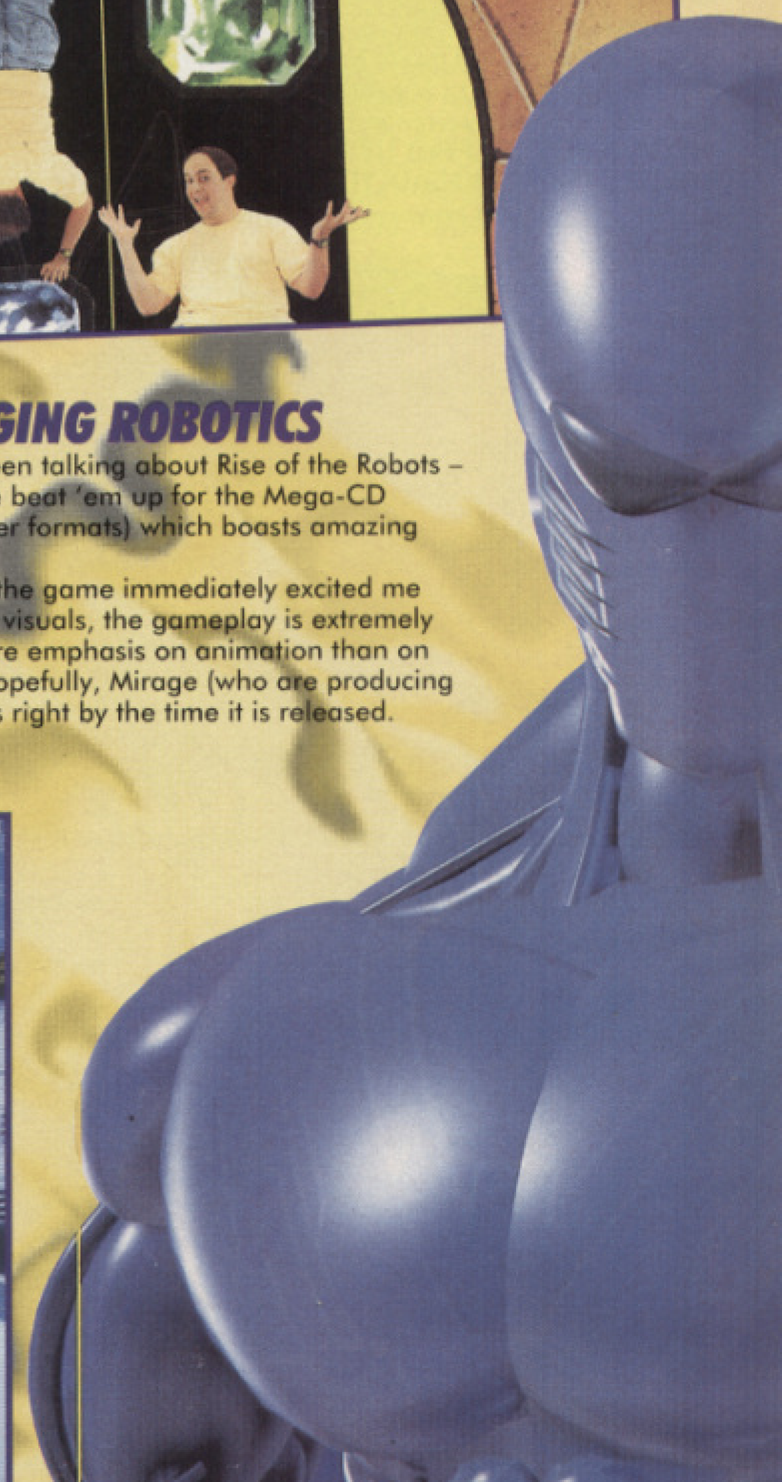




RAMPAGING ROBOTICS

Everyone's been talking about Rise of the Robots – a one-on-one beat 'em up for the Mega-CD (amongst other formats) which boasts amazing graphics.

Although the game immediately excited me with its smart visuals, the gameplay is extremely slow with more emphasis on animation than on playability. Hopefully, Mirage (who are producing it) will put this right by the time it is released.



CHAMPIONSHIP POOL – SOFTWARE TOOLWORKS
BALLS – SPECTRUM HOLBYTE
TINHEAD – SPECTRUM HOLOBYTE
CHAOS ENGINE – SPECTRUM HOLOBYTE
BUBBLE AND SQUEEK – SUNSOFT
PIRATES OF DARK WATER – SUNSOFT
KUNG FU: THE LEGENDS CONTINUE – SUNSOFT
RAINBOW ISLANDS – TAITO
JOE AND MAC – TAKARA
FATAL FURY II – TAKARA
KING OF THE MONSTERS II – TAKARA
SYLVESTER AND TWEETIE – TECMAGIK
STEVEN SEAGAL IS THE FINAL OPTION – TECMAGIK
PINK PANTHER – TECMAGIK
TECMO MLBPA BASKETBALL – TECMO
TECMO SUPER BOWL – TECMO
TECMO SUPER NBA BASKETBALL – TECMO
PRINCE OF PERSIA – TENGEN

REBEL ASSAULT TOUCHES DOWN

The big game of the last CES was definitely Rebel Assault for the Mega-CD. Although in the very early stages of development, it looked spectacular. The recently-released PC version was stunning.

I checked out a Beta version of the game at the show, and was instantly wowed with its amazing graphics, awesome atmosphere and brilliant musical score from the London Symphony Orchestra. However, the game is very slow and the control mode MUST be sorted out by the time of release or Mega-CD gamers are in for one hell of a disappointment. Just to make sure: **NOTE FOR JVC: SPEED UP THE CONTROL MODE IN REBEL ASSAULT!** Let's hope they do something about it because this game could be awesome.



'You'll never believe who I had in the back of my X-Wing the other day...'

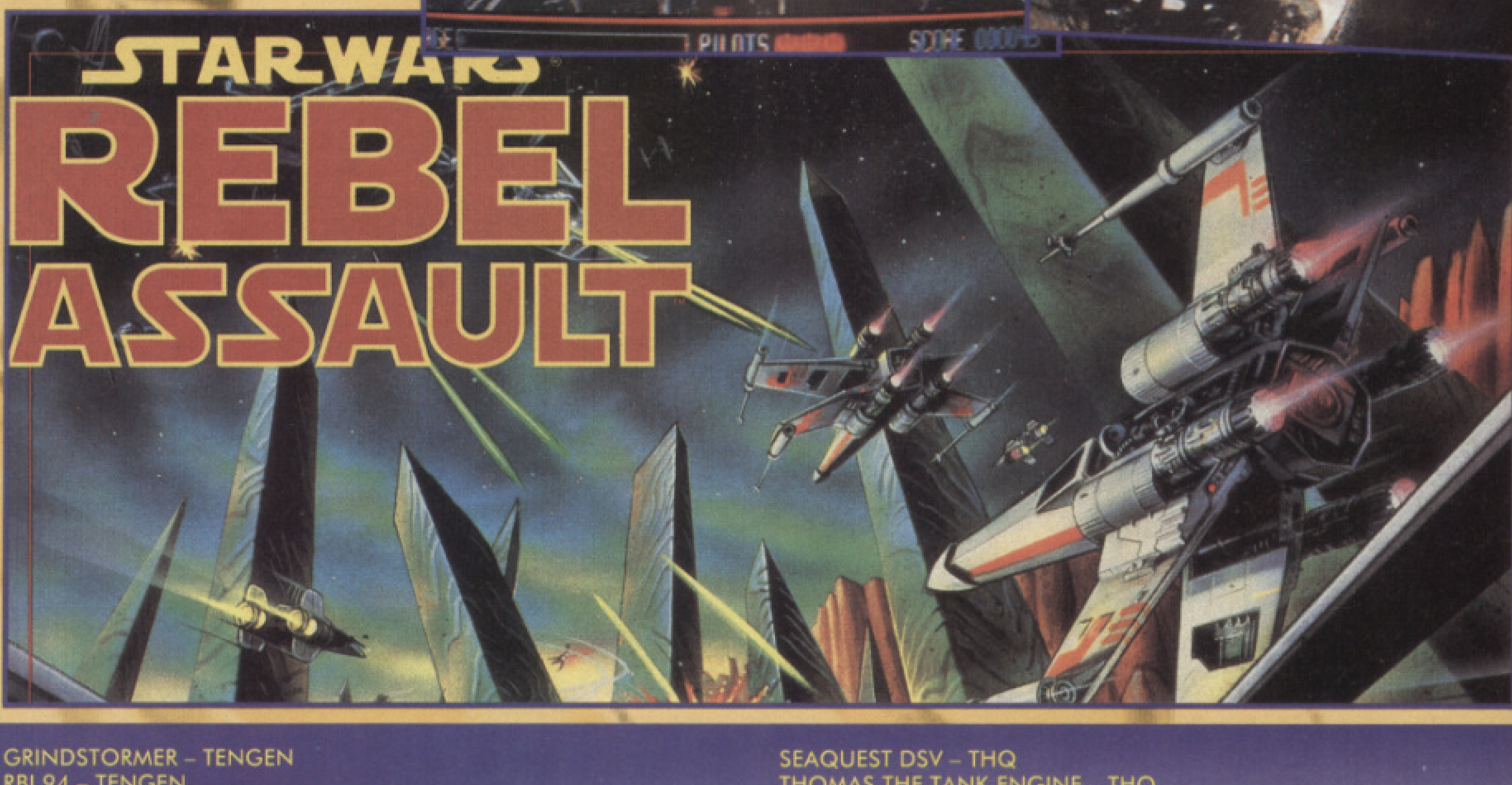
CES











GRINDSTORMER – TENGEN
RBI 94 – TENGEN
DICK VITALE'S "AWESOME BABY" COLLEGE HOOPS – TENGEN
INTERPLANETARY LIZARDS OF THE TEXAS PLAINS – TENGEN
TIME KILLERS – THQ
TIME TRAX – THQ
TOTAL CARNAGE – THQ
AKIRA – THQ
SEAQUEST DSV – THQ
THOMAS THE TANK ENGINE – THQ
BATTLETOADS/DOUBLE DRAGON TEAM UP – TRADEWEST
FUN 'N' GAMES – TRADEWEST
THE INCREDIBLE HULK – US GOLD
WORLD CUP USA '94 – US GOLD
WINTER OLYMPIC GAMES – US GOLD
BEAVIS AND BUTT-HEAD – VIACOM

GRINDSTOMER: TOP BAST

Tengen's new titles looked quite thin on the ground at the CES – however, they did have one new title that looks rather smart.

Grindstormer is an exceptionally unoriginal vertically-scrolling shoot 'em up with great visuals but very smooth, addictive gameplay. More news on this one soon





▲ *Grindstormer: you get to shoot things.*

SEGA'S NEW MACHINE UNVEILED

Sega used the CES Show to officially unveil their new machine. No, it's not the Saturn – it's the MultiMega.

As you can probably gather from our pictures, it's a portable CD player – but it's also a Megadrive and Mega-CD. What's more, it's utterly brilliant. The hardware has two modes. MUSIC puts the MultiMega into portable CD mode – the quality is very good indeed. GAME mode needs the use of an AC adaptor and allows you to play any Megadrive or Mega-CD product. It's a very compact, very impressive piece of kit and will be released over here in April for about 350 of your English pounds. Funnily enough, the console is known as the CDX in the USA. I wonder why they didn't call it that here?





SUPER SUB-TERRANIA

Megadrive gaming got "back to basics" at the CES Show with the unveiling of Sub-Terrania. It's a very decent-looking, eight-way blaster that bears more than a passing resemblance in terms of playability to games like Thrust or Gravitar in that you have to use your ship's thrusters to combat the laws of gravity whilst solving the tasks the game throws at you. This should be out over here by the summer with a sooner US release date.

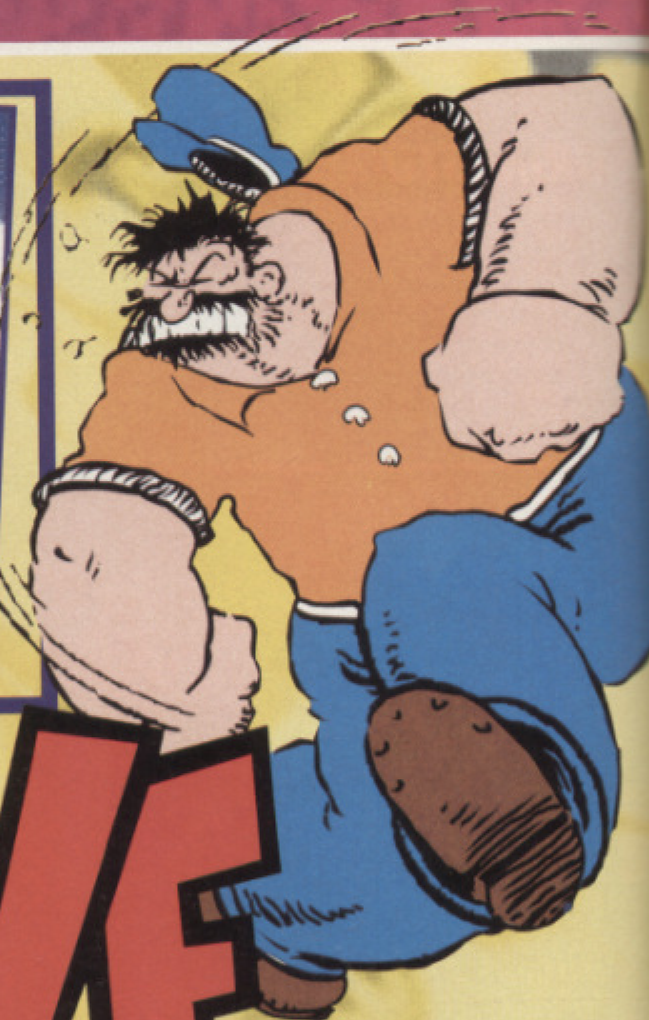
COLUMNS III – VIC TOKAI
TOP GEAR II – VIC TOKAI
CAESAR'S PALACE – VIRGIN
WRATH OF THE GODS – VIRGIN
JAMMIT – VIRGIN

MEGA-CD
MADDOG MCCREE – AMERICAN LASER GAMES
WHO SHOT JOHNNY ROCK – AMERICAN LASER GAMES
MADDOG II – AMERICAN LASER GAMES
CRIME PATROL – AMERICAN LASER GAMES
SPACE PIRATES – AMERICAN LASER GAMES
MORTAL KOMBAT – ARENA
HARRIER – DOMARK
SID AND AL'S INCREDIBLE TENNIS – DYNAMIX
STELLAR FIRE – DYNAMIX

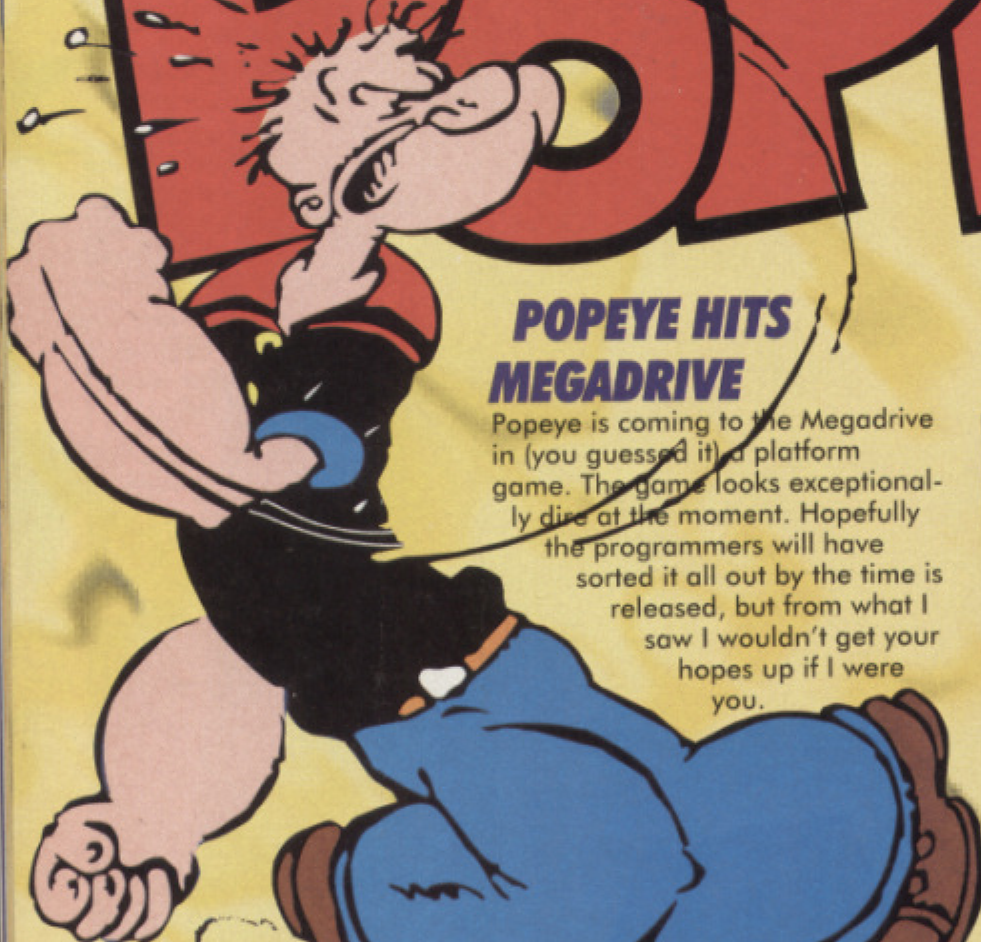
CD SHOWCASE

Sega devoted a large section of their stand to the Mega-CD and offered a game known as Tom Cat Alley to promote the system. This first-person perspective combat game uses the wonders of the Mega-CD's full-motion video to create a realistic viewpoint. This is looking pretty good – CinePak has been utilised to good effect with ALL the full-motion video being completely FULL-SCREEN. Huzzah!





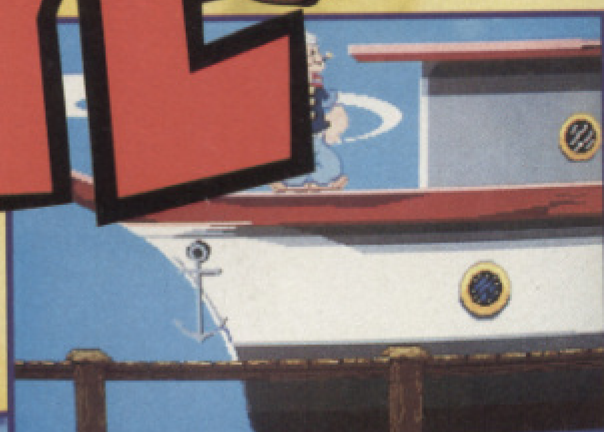
POPEYE



CES

POPEYE HITS MEGADRIVE

Popeye is coming to the Megadrive in (you guessed it) a platform game. The game looks exceptionally dire at the moment. Hopefully the programmers will have sorted it all out by the time is released, but from what I saw I wouldn't get your hopes up if I were you.





NHL '94 – EA
BILL WALSH COLLEGE FOOTBALL – EA
BATTLE FANTASY – EXTREME
THIRD WORLD WAR – EXTREME
BRUTAL – GAMETEK
ALEXANDRIA – EDUQUEST
REBEL ASSAULT – JVC
RISE OF THE ROBOTS – JVC
INDIANA JONES AND THE FATE OF ATLANTIS – JVC
WORLD CHAMPIONSHIP RALLY – JVC
SHADOW OF THE BEAST II – PSYGNOSIS
DRAGON'S LAIR – READYSOFT
REVENGE OF THE NINJA – RENOVATION
EUROPEAN RACERS – REVELL
MY PAINT – SADDLEBACK GRAPHICS
JEOPARDY! – SONY

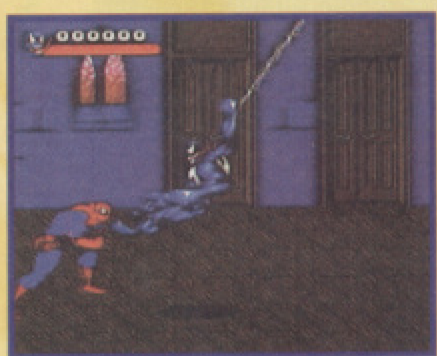
VIRGIN AND DISNEY TEAM UP AGAIN!

If you were one of the many people impressed by Aladdin on the Megadrive, Virgin have one simple message for you: "You ain't seen nothing yet!".



Coming soon (and revealed in a Work In Progress a few months back) is The Jungle Book, which looks absolutely amazing. However, coming in the summer is Virgin's digital interpretation of The Lion King. The Lion King is the latest animated flick from Disney (the film will be out shortly before the game). You control Simba the lion cub who (and I quote) "learns to outgrow his carefree royal lifestyle and accept the responsibility, danger and challenge of his role in the great circle of life". Er, right.

Insiders who have seen portions of the film report that the animation is incredible – easily bettering Aladdin (no mean feat). The word from Virgin is to expect similar things from the game. This should be one very hot title. We'll keep you posted.





MORE SPIDEY ACTION

Spider-Man returns to the Megadrive in an new adventure. Spider-Man and Venom in Maximum Carnage recreates Spidey's longest-ever comic story and features two-player action as the web-slinger and arch-enemy Venom team up to put an end to the horror of mass murderer, Carnage. It's sideways scrolling beat 'em up platform action ahoy as Acclaim play it safe with the gameplay. Oh well, let's hope it plays well.



WHEEL OF FORTUNE – SONY
ESPN BASEBALL TONIGHT – SONY
CLIFFHANGER – SONY
TOTAL CARNAGE – THQ
AKIRA – THQ
WORLD CUP USA '94 – THQ
MANSION OF HIDDEN SOULS – VIC TOKAI
HEART OF THE ALIEN: ANOTHER WORLD – VIRGIN
VAY – WORKING DESIGN
LUNAR – WORKING DESIGN

GAME GEAR
NBA JAM – ARENA
ITCHY AND SCRATCHY – ARENA
UHSRA MONSTER TRUCK WARS – ARENA
TRUNSKI – CORE DESIGN

CES



A nasty case of Elephantitis of the hand if ever I've seen one.

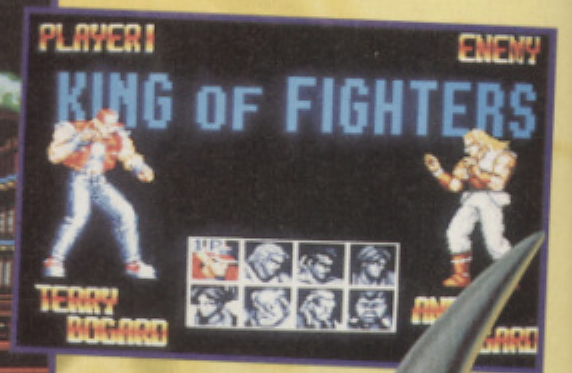
FATAL FURY 2!

It seems that the Megadrive is going beat 'em up crazy, albeit slightly late.

One of the latest contenders is Takara's Fatal Fury 2 – converted from the Neo-Geo coin-op of the same name, Fatal Fury 2 looks very close indeed. The gameplay is very much like Street Fighter, and although there are loads of special moves (the game is six-button pad compatible) and has a good feel to it, SFII and Eternal Champions have nothing to worry about.







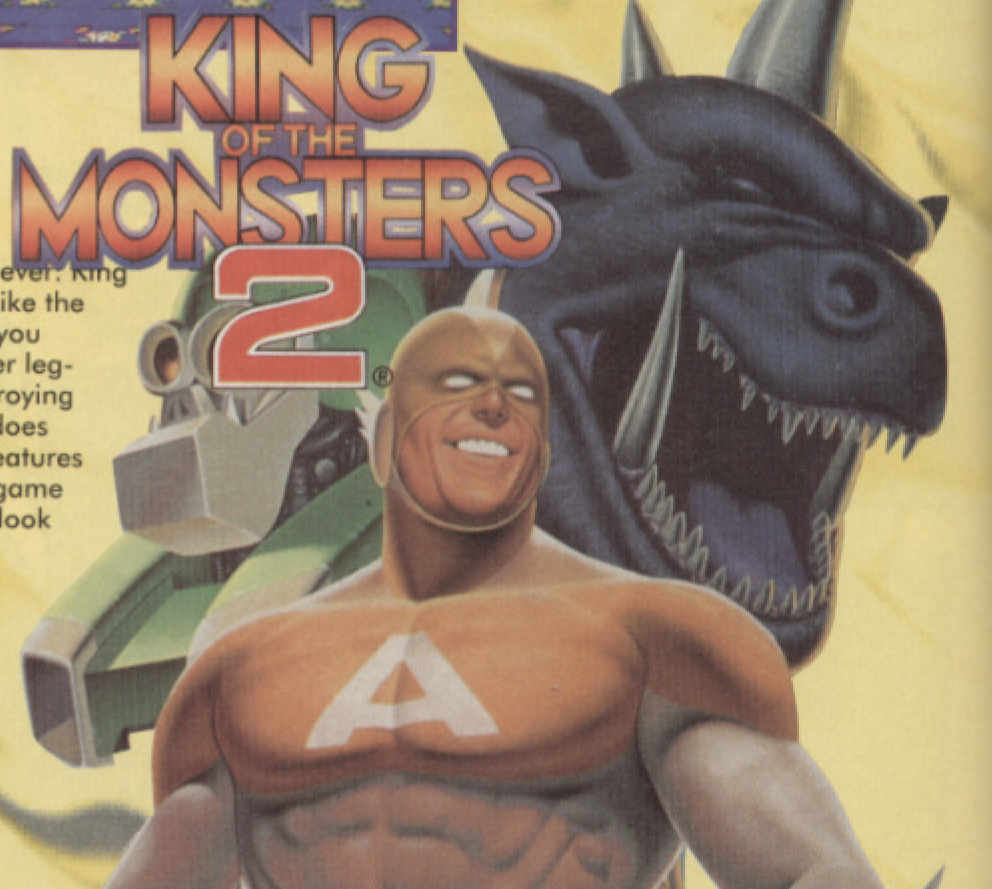
GEAR OF THE TOP VARIETY

The Top Gear series of driving simulations remain examples of the best road racers available on the Super NES. Megadrive owners should therefore feel rather pleased to learn that Top Gear 2 is just about ready on the Megadrive.

For the uninitiated, Top Gear 2 is an exceptionally fast, playable 3D driving simulation with one or two-player action. It looks and plays rather well, even if it is excessively unoriginal.

KING OF THE MONSTERS 2!

Takara, responsible for Fatal Furies 1 and 2 are set release a follow-up to their saddest title ever: King of the Monsters. Like the first game it sees you and another player legging it about destroying buildings. Yes, it does have a lot more features than the original game but it still doesn't look much cop.







▲ King Of The Monsters 2 tries to fool us by looking identical to its predecessor. The rotter...

SIDE POCKET – DATA EAST
MARKO'S MAGIC FOOTBALL – DOMARK
SUPERBIKE CHALLENGE – DOMARK
PINBALL WIZARD – DOMARK
CHOPLIFTER III – EXTREME
RIDDICK BOWE BOXING – EXTREME
ROBOCOP III – FLYING EDGE
BART MEETS RADIOACTIVE MAN – FLYING EDGE
THE ADDAMS FAMILY – FLYING EDGE
SPIDER-MAN/X-MEN – FLYING EDGE
ZOOL – GAMETEK
PINBALL DREAMS – GAMETEK
HUMANS – GAMETEK
JEOPARDY! – GAMETEK
WHEEL OF FORTUNE – GAMETEK
TESSERAE – GAMETEK

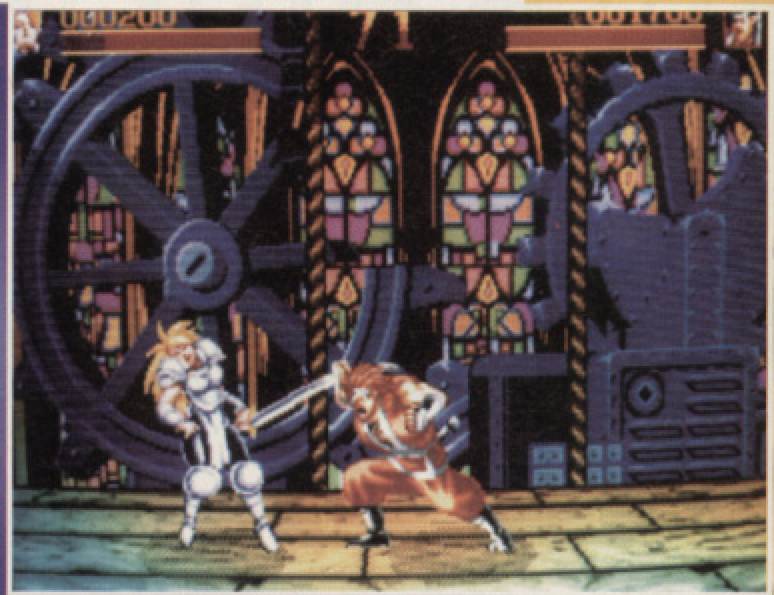
CES

YET MORE ONE-ON-ONE

It certainly was the season for one-on-one beat 'em ups at the CES – even though the battle is effectively over what with the release of SFII and Eternal Champions.

Still, if those two games aren't to your liking perhaps you will enjoy World Heroes, which is much the same but with different characters, backdrops and special moves. To be fair, it is a very close conversion of the coin-op – it's just the original game wasn't exactly that impressive.





There's these heroic fighters, right, and this world. Ta-da! World Heroes!





US GOLD IN SOCCER SHOCKER

US Gold used the CES Show to officially announce that they have the license to produce a videogame based around the 1994 World Cup (so don't expect to see England in it).

There wasn't much on show, but here are some screenshots any way. Those of you not very impressed at all with USG's Megadrive track record so far will be pleased to learn that Gold are currently putting together a crack in-house team which should see some excellent titles during 1994. Huzzah. Hopefully some of that action will rub off on this title.

Soccer, soccer, soccer, that's all we hear. Football crazy...







FROM THE CREATORS OF ECCO...

The CES Show revealed the new game from Novotrade – the creators of Ecco the Dolphin and Cyborg Justice. The game is called Exo-Squad and it looks rather good.

Just like CJ, you control an enormous robot, patrolling the sideways scrolling streets shooting things. The innovation here is that there is very little actual control of the robot – you control its weapons systems!

The second part of the game is a third person perspective Space Harrier-style shooting bit, which is graphically very pleasing.

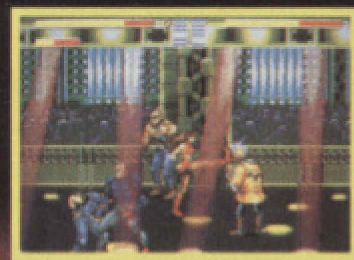
This should go down well if it's released over here. However, Playmates are producing it and they don't have a European license yet.

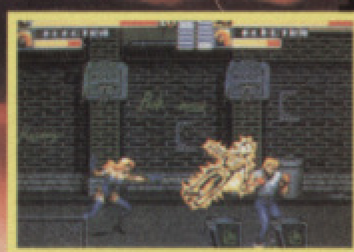
MS PAC-MAN – NAMCO
PAC-ATTACK – NAMCO
CLIFFHANGER – SONY
LAST ACTION HERO – SONY
DRACULA – SONY
TIME KILLERS – THQ
AKIRA – THQ
SEAQUEST DSV – THQ
BATTLETOADS – TRADEWEST
ROAD RASH – US GOLD
THE INCREDIBLE HULK – US GOLD
WORLD CUP USA '94 – US GOLD
SCRATCH GOLF – VIACOM
SCRATCH GOLF – VIC TOKAI
CAESAR'S PALACE – VIRGIN

PREVIEWS

STREETS OF RAGE

There are beat 'em ups and beat 'em ups in the Sega world. And then there's the Streets of Rage series. The two prequels of this horizontally-scrolling "bash 'em-around-until-they-cry 'em up" has built up a massive cult following over the last couple of years thanks to its hyper-fast action and more features than you can shake your Granny at. Well, the long-awaited Streets of Rage III is here and, naturally enough, MEAN MACHINES SEGA was privileged to get the EXCLUSIVE first peak at what is almost certain to become a 1994 Megadrive classic.





Some pests just won't quit will they? Like cold sores (just when you've got a party or something to go to) and piles (just when you wanted to sit down) and parents (just when you were going for gold on the sofa with your new beau). Ace detectives and rock 'ard super heroes extra-ordinnaire, Axel Stone and Blaze Fielding (along with their occasional allies, Skate, Adam and Max), have a similar problem with arch-villain Mr X. Twice now they've killed the git off but, like the proverbial bad penny, their nemesis keeps coming back.

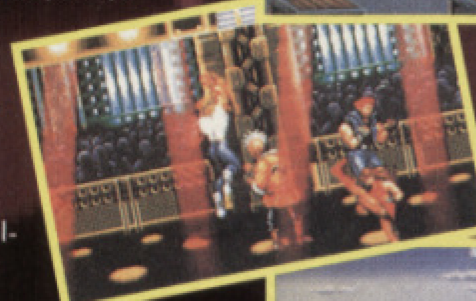
After seeing him off once and for all, finally, completely and totally in Streets of Rage II, Axel, Blaze, Adam's little bro Skate and big boy Max, having restored peace to their city, sat back with their Horlicks and prepared for some well-deserved unwinding. Huh, fat chance! 'Cos some lousy secret





▲ ***Another chance to run the 'sniff my feet' gag, methinks.***





▲ ***The 'Don't break my heart, my achy-breaky heart' dance explained in full.***

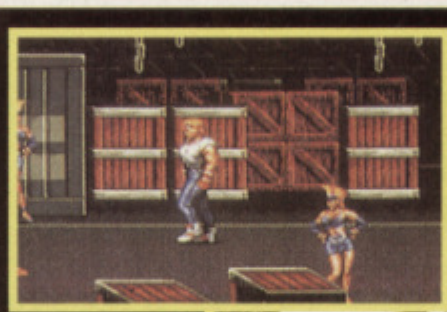




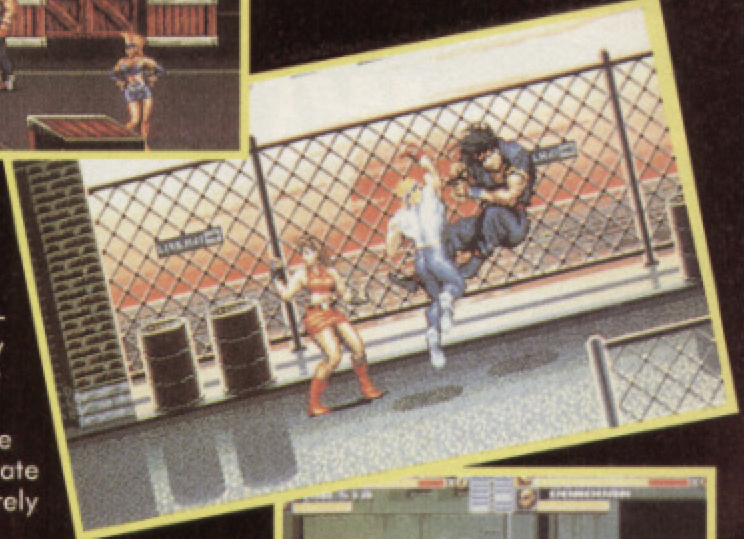




▲ Get away from me, foul cotton wool beast...



▲ 'No, it isn't a Dragon Punch, honest. It's a 'Reptile Thump.'



organisation has caused a historical tragedy and plan a momentous conspiracy which, if it isn't thwarted, will throw the entire planet into a state of anarchy. Surely Mr X can't be behind this foul and devious plot? You can bet your ass he is!

For this diabolical being has discovered a way of storing up energy and revitalising himself every time he gets knocked back — neat trick or what! The outcome of this little feat is that once again Axel must join forces with Blaze and Skate and for the first time rope in the super-powered cybernetic Zan — a researcher who escaped from the secret organisation — and smash the conspiracy.

Yeah, okay, the story line sounds a touch like the previous two in the series, but what the hell did you expect?! The difference with this one, of course, is that it's bigger (an extremely tasty 24-MEGs worth), better, and has even more tasty features stuffed in for good measure.

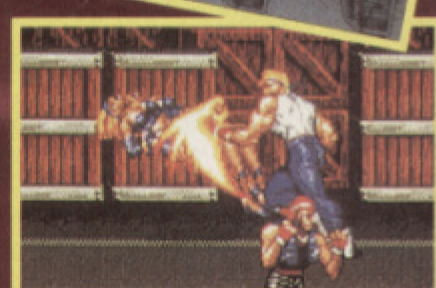


▲ The fighters stood bemused as, midfight, Brady started breakdancing.













STREETS OF RAGE 3

OFF WITH THE OLD...

Thinking his do-gooding work was done, the rather slow and bumbling Max took off to find his fortunes in Australia where he landed a plum job as a door stop in Neighbours, so his massive bulk is conspicuous by its absence in Streets of Rage III. Adam, too, appears to have hung up his fighting fists — rumour has it that his kidnapping in the last game was too much for him so he joined a nunnery and, via hard work and unsurpassable devoutness, became Mother Superior within months and now spends his days reprimanding novice nuns for their dirty habits. The other three favourites — Axel, Blaze and Skate — are all thankfully present and correct and are joined by the cybernetic ex-secret organisation researcher, Zan. Here's a quick run down of their vital statistics for your delectation...



SAMMY



Sammy Hunter is Adam's streetwise little bro and although he's grown up a bit in the last year he's still a bit runty-looking and doesn't have much in the power and stamina departments. However, he's ultra-fast, so, aiming for quick fights, is a pretty hot idea with his hit and run efforts.

SPECIAL MOVES



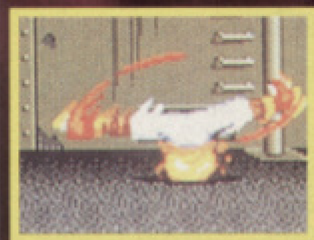
▲MISCHIEVOUS CHASTISEMENT



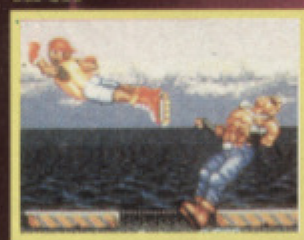
▲ DOUBLE SPIN KICK



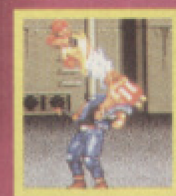
▲ ELBOW STRIKE



▲ HEAD HURLING



▲ KANGAROO



▲ CORK SCREW

AXEL

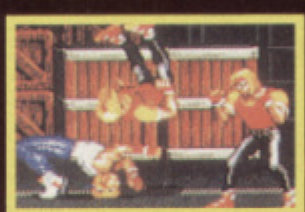


Ex-detective and Martial Arts expert , Axel Stone is a whole lot harder than in previous works with a stack of new and more effective special moves. If it's a jump you're looking for from this chap you're out of luck because his jumping power is pretty lousy, however, he can be relied upon in the technique department and he's a lot faster than in previous games. On the other hand, his Grand Upper, which could be used to defeat all before, has been weakened so more skill is involved to achieve victory. His favourite weapon is the Japanese Sword.

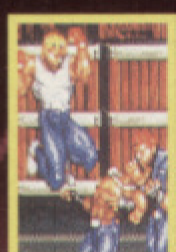
SPECIAL MOVES



▲DRAGON WING



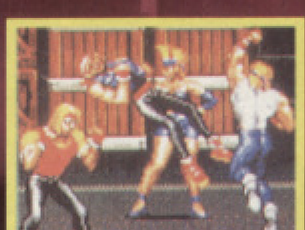
▲ SOMERSAULT



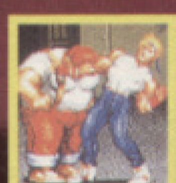
▲ KNEE PRESS



▲ BIG OUTER CUT

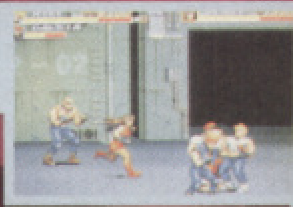


▲ DRAGON SMASH

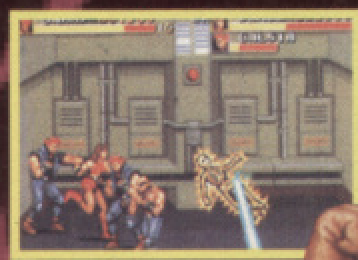


▲ HEAD-BUTT

DASH IT ALL



In the last game, only Skate could perform the high speed dash move, but now everybody's doing it. By simply pressing forward on the D-pad twice, your hero whips quickly in a straight line sideways. This, and a new vertical fast move achieved by pressing the D-pad twice vertically are great to use as escape methods when surrounded by slavering fiends.

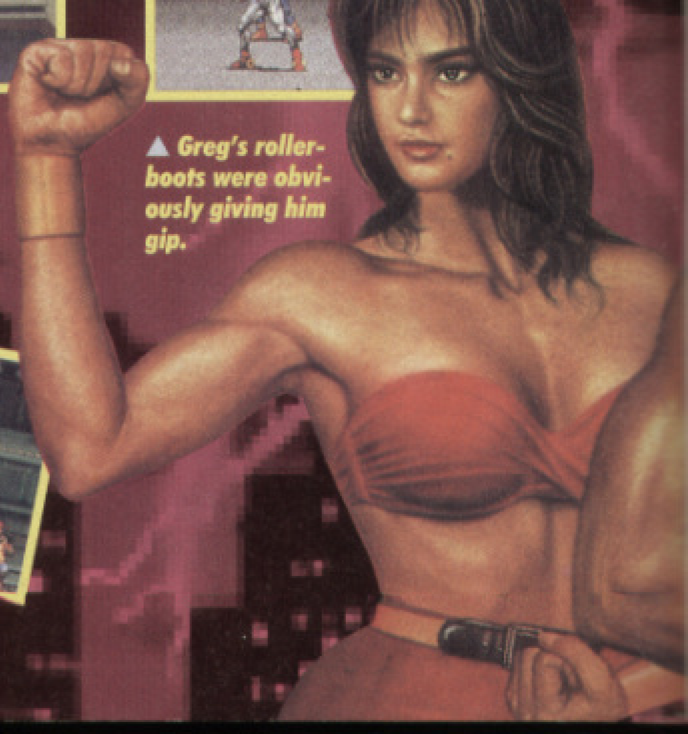




▲ Greg's roller-boots were obviously giving him gip.







BLAZE

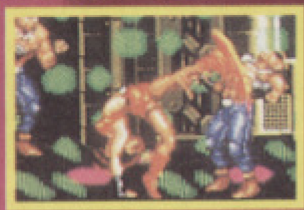


This lady's looks have not waned with age – she's back, looking and feeling fitter than ever. Her speciality is in Eastern martial arts and she's the team's all-rounder with good solid prowess in the fields of power, jumping and speed. This girl's deadly weapon are her long, powerful legs.

SPECIAL MOVES



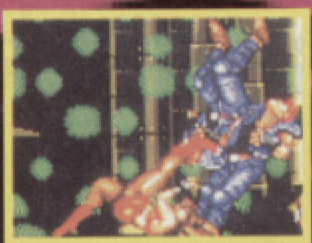
▲ THE POROUS PALM



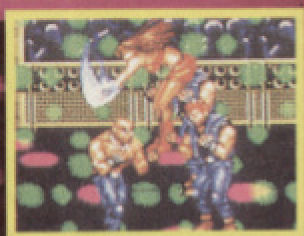
▲ THE WALTZING LEGS



▲ THE DROP PALM STRIKE



▲ THE CIRCULAR THROW

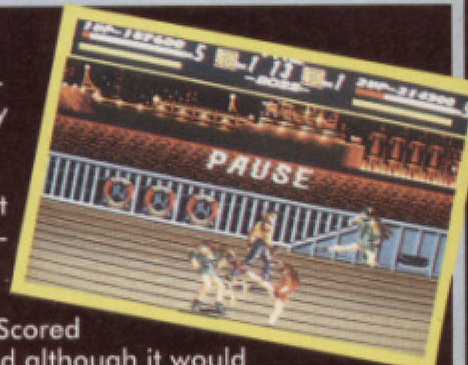


▲ FLYING WHITE BEAUTY



SERIAL KILLERS – A CARTOGRAPHY

STREETS OF RAGE

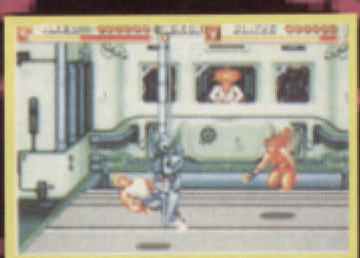


Released in August 1991 this 4-MEG game was a comparatively simple knock-down two-player affair which, although slightly dated now, was revolutionary at the time for its colourful and co-operative techniques, special attacks, fab music, graphics and sprites and multi-endings. Scored a whopping 92% at the time and although it would come down to about 84% these days, that's not bad going for a two-and-a-half year-old game.

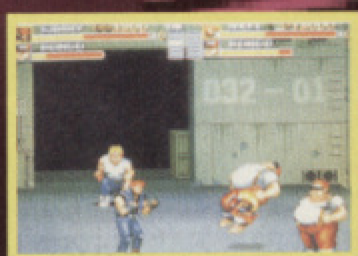
STREETS OF RAGE II



Released early in 1993, Sega really came up trumps with this 16-MEG sequel when they added a stack of new features such as the duel mode, more options, heaps better sounds and and a ruck more levels and sprites. The only real problem with it was that it was too much of a doddle on EASY mode but we still reckoned it deserved 96% and although would probably come down a few marks nowadays would still reach MEGAGAME status today.



▲ Hmm, what's Chris Evans doing behind that window, Jane thought.



▼ 'Arrrgh, my heart! It's... it's.. packing up...'

1-2 PLAYERS	
RELEASE	TBA
BY	SEGA
PRICE	TBA

PERCENT COMPLETE



ZAN

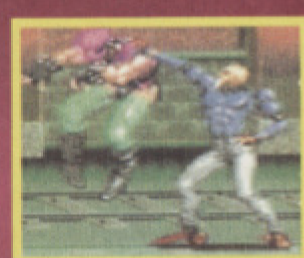


Before escaping from his work as a researcher for the secret organisation, Zan remodelled his own form to help with the fight against the conspiracy. He can now do what mere mortals could never hope to achieve, in particular, the long reach of his punches and his method of centralising his energies and letting rip with a burst of supernatural power.

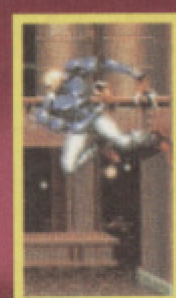
SPECIAL MOVES



▲ POWER SPARKS



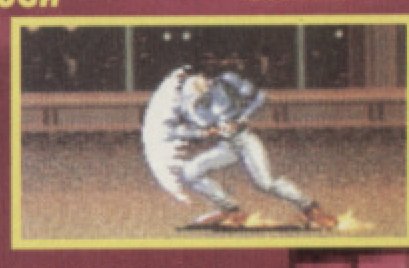
▲ THE ONE-HAND THROUGH



▲ THE DROP PALM STRIKE



▲THUNDERBOLT



▲ LIGHTNING TACKLE

STREETS OF RAGE 3

CH-CH-CH-CHANGES

'So what's this one got that the other two haven't', I hear you scream. Well, quite a few things really. Although many of the existing features have been included, they have, almost without exception, been enhanced in some way or another. Here's a quick shufty at some of the main ones:

IT'S GOT THE LOOK

The first thing that springs to mind is the graphical improvements which include more sprites, brighter colours, more animation and more varied backdrops. But then we'd e xpect nothing less from a 24-MEG sequel.



'Hey, does anyone want some of my candyfloss?'



Stop... laughing... and... get... these... ferrets... off... me...



Right, gang, let's for Burger King and its brilliant 'Meal Deal' scheme.

WEAPONS BOOST

Weapons can be used in a more spectacular and effective way. As in the last version you can pick up pipes, knives and swords and bash the foes with 'em or chuck 'em, but the programmers have added a new feature which allows you to incorporate the weapons into a deathblow move — and unique for each character — such as Axel's antics with the Japanese sword.



CO-OPERATIVE PLAY

The co-operative technique from "I" (ie. the ability to grab someone from behind and use them to attack another) has been revived and enhanced — this time you can even throw them — but beware: the enemy can now do the same with the heroes!

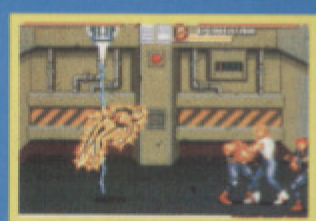




'I'm sick of you borrowing my tights, Keith, get your own.'

ENEMY ATTACK

The game immediately gives the impression of hardness since the bosses come at you in five different forms in just two stage appearances (there are seven stages in all, each divided into roughly three areas). All the old favourites are back, such as Zako and Queen Electra, and then there's the Devil Princess and the Female Dragon who this time come at you with flying weapons.



Strong jeans, strong gussets — no crotch rivets.



MULTI ENDING SYSTEM

The Streets Of Rage III story doesn't follow a single plot — it alters according to the actions of the players. During the game there are points where the story diverges and the subsequent development varies according to the action taken so within the same game many different developments can be enjoyed, thus stamping out monotony — hurrah!

THINKING MAN'S BEAT 'EM UP

One of the most striking differences with this game is that instead of just a mindless "bash everything that moves" scenario which can become rather tedious, there are little twists in each scene such as motorbiking, trap avoiding or something specific to seek out which greatly adds to the variety.

THREE UP

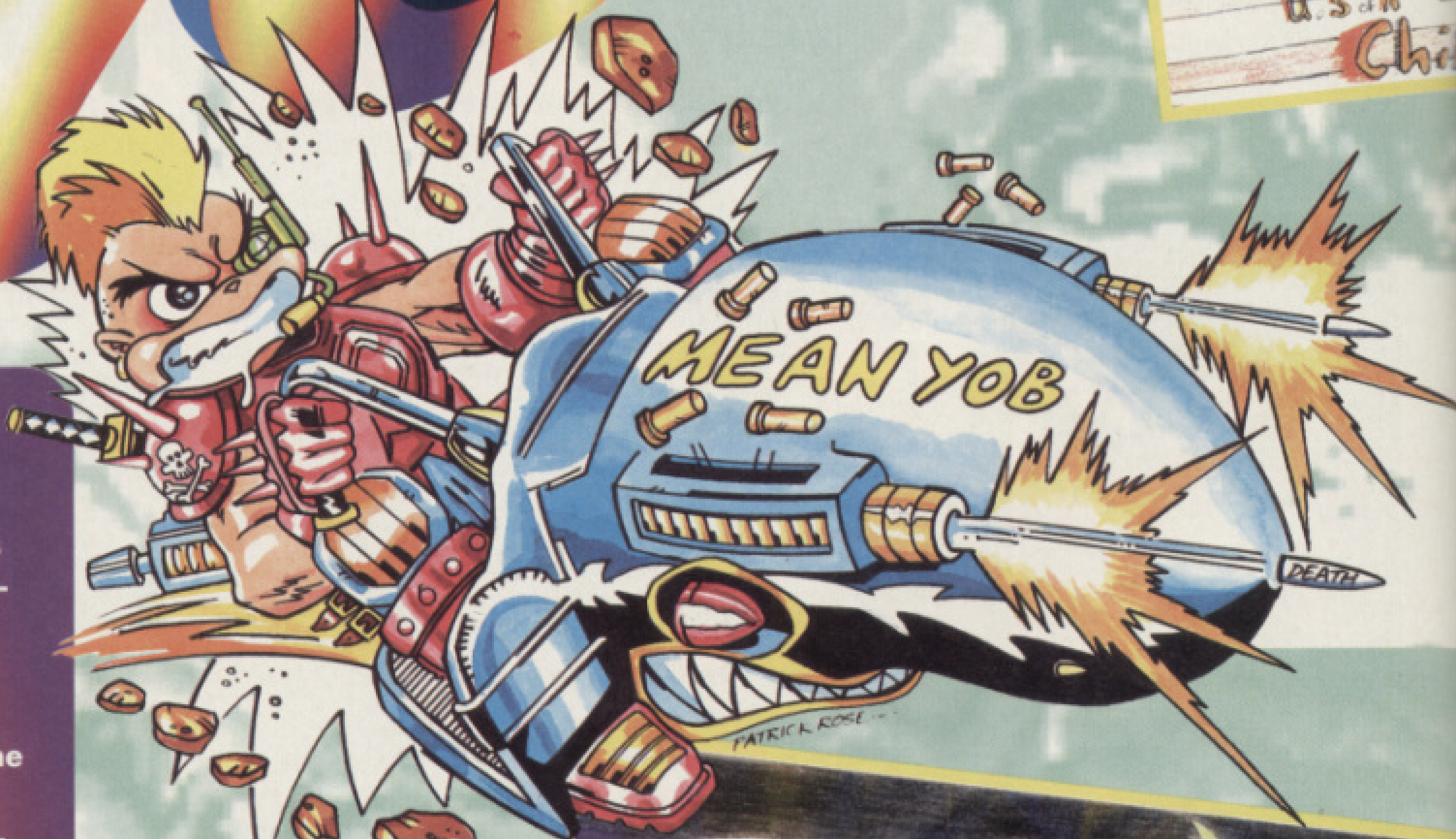


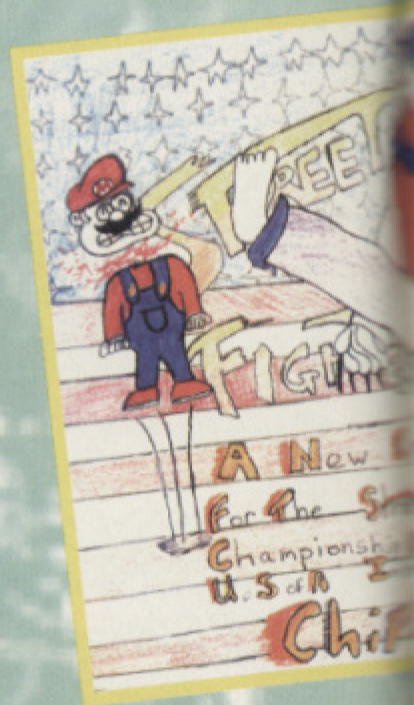
As with most Sega games nowadays, Streets of Rage III is going to be a lot better when used with a six-button joypad, allowing you to effortlessly achieve those special moves without a lot of contortionist action. Well fancy...



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Plus - alarm clock, caps and more...!
Calls cost 36p per min (cheap) 48p (other times). Max possible cost £3.60. Please be sure you have permission to make this call. Where Instant Win is indicated there is no tiebreaker and prizewinners are decided instantly by playing a deciding game. Other competitions close 31.5.94. All competitions involve multiple choice questions. Nintendo/Sega/Amiga/Gladiators & Star Trek are all registered trademarks of their respective companies. We are neither related to nor endorsed by them. For rules and winners' names please send SAE to Aladdin's Cave, PO Box 28, Northampton NN1 5DS.
ImagesMar

MEAN YOB





Is there anything more perfectly shaped than an egg? It's smooth exterior is smooth and ergonomically-designed, and the little dimples which puncture the surface only add to the mystique. Actually, that's a load of crap – but, hey, that's this bit of space filled. If you want to 'rap' (as some sad disillusioned people in baggy jeans might say) with Yob, drop him a line to the following address:
CURLY HAIRS ON MY SOAP AGAIN MAILBAG,
MEAN MACHINE SEGA,
PRIORY COURT,
30-32 FARRINGDON LANE,
LONDON,
EC1R 3AU
We take no responsibility for what he says to you, though...

BATTENBURG

Dear Yobscobalooba (She's My Baby),
This is the evil Dr Boggit, an enemy Lobster crusher, and my haywire sidekick Jansen Parsley of Pembroke, Wales. We scour the universe searching for pencil case hair in the hope our Huggies 'pull-ups' don't fill up if we see any chickens. But, don't worry. The gadget used to kick Welsh ass is mine, so I open a challenge to any Welsh citizen who licks the inside of exhaust pipes. Look to the Yob to hush my insanity with threats, but we will not wilt as we are forever pumped. I specialise in Pembroke Town Donkey cack sniffers answering to the name of 'Syko' – but I'm not a sexist.
I'll kick anybody's ass.
Boz, Bozshire, Bozland

YOB: What a pathetic turd you really are. Do you think I have nothing better to do



▲ *Internicene strife, depicted by Kerry Sharp. Surely not Jaz and Yob?*



▲ Matt Kings astounds us with his novel concept of a new SFII character.

than try to decipher this incoherent scribble you deem to call a letter. Do me a favour: look out of your window (if you have one). See that thing with the bluey/grey sky above it. That's the real world. Looks nice, doesn't it? Well get out into it more often and hopefully you'll have more to do than waste your already worthless life with trashy letters you obviously think are hilarious.

COUNTRY SLICE

Dear Mean Yob,
Where has Rad gone? Please will you bring him back, as I miss him already. He's the reason I started buying Mean Machines and he's gorgeous. Please, please bring him back.
Francesca Skirvin, Cheshire
YOB: Rad has taken his set of half-mast trousers and 'entertaining' stories on a quest to find himself (he'll have a job, we can never find him until he comes rolling in at about 3.30 in the afternoon)! However, rest assured he'll still be scrawling the occasional piece for us on the back of an old Jaffa Cake packet in the vain hope he'll get it printed. By the way, if you miss him that much, send us a fiver and he's yours to keep. Oh, fair enough – make it three quid...

JAFFA FINGER



▲ Cosmic, by Pudsey, indulging in some crater-related practices...

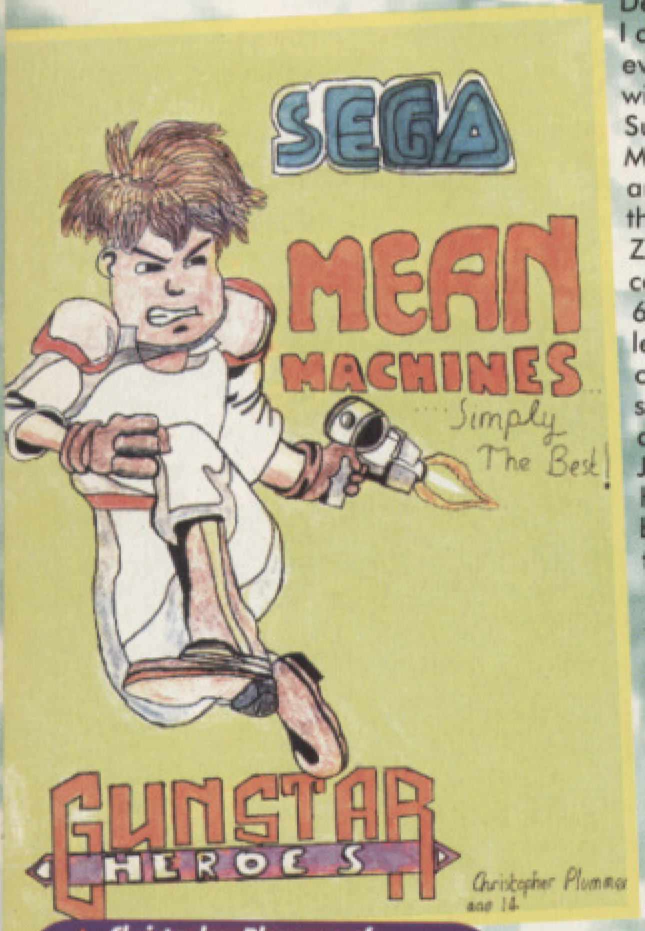
Dear Yob,
A few kind words for your good self:
Egoing, keep going, chainwearing, fried chicken, biscuit eating, monkey, ape, baboon, big time, fast-running, high-jumping, spear-chucking, 360 degree basketball dunking, tip soon, spade, mulling yarn, go back to Greendale, go back to Greendale. Think about it you sell-out.
T. Powell, Northants
YOB: Get someone to help you with the longer words did you? And what exactly was the point of that nonsensical list of words, you leech on the ass of society? 'Mulling yarn' and 'egoing'? Where did you get your vocabulary from, Stanley Unwin? Mind you, you're probably too dim to know who Stanley Unwin is, let alone read up about him. Begone with you, oh smell from a tiger's bottom...

COUNTRY MANOR

Jungle Strike. Most parents think that computer games are a waste of time and money but my Dad is a policeman and is always playing on my Megadrive. About six months ago he completed Desert Strike, and last November he finally completed Jungle Strike. it just goes to show that even parents can play video games.
Matthew Kings, Inkberrow
YOB: Yeah, and...?

ANGEL

Yo! Yob,
I've been a reader for years, but in all that time I've never found that if you send in a drawing and it is shown if you get a game of your choice like in some mags. I'm sure Mean Machines (the tops) do. If so, I would like FIFA Soccer. Please, please, please, please...
Barry Coughlan, Carlow
YOB: If scientists are to be believed, holes in the very fabric of time allow for the creation of parallel Earths. On such planets, an event in Earth's history will have swung a different way — Dinosaurs may never have died out or Hitler may been successful, for instance. Bearing in mind this theory, somewhere in one of these worlds a pristine copy of FIFA is currently winging it over to the Emerald Isle as we speak, on its way to one Barry Coughlan. Sadly, Barry, you don't live in that alternative universe so, consequently, you are FIFA-less as it were. Sorry, Bozo!



▲ Christopher Plummer of Blackburn quits acting for a career with the brush and pallette.

CREAM HORN

Dear Yob,
I am fed up with games costing £50-£60. I can't get many games because my Mum makes me pay for my games. And I hate Nintendo.
Greg Stockwell, Witney
YOB: My, what an angry young man. How hard it must be being the only kid in the world who has to save up for games.

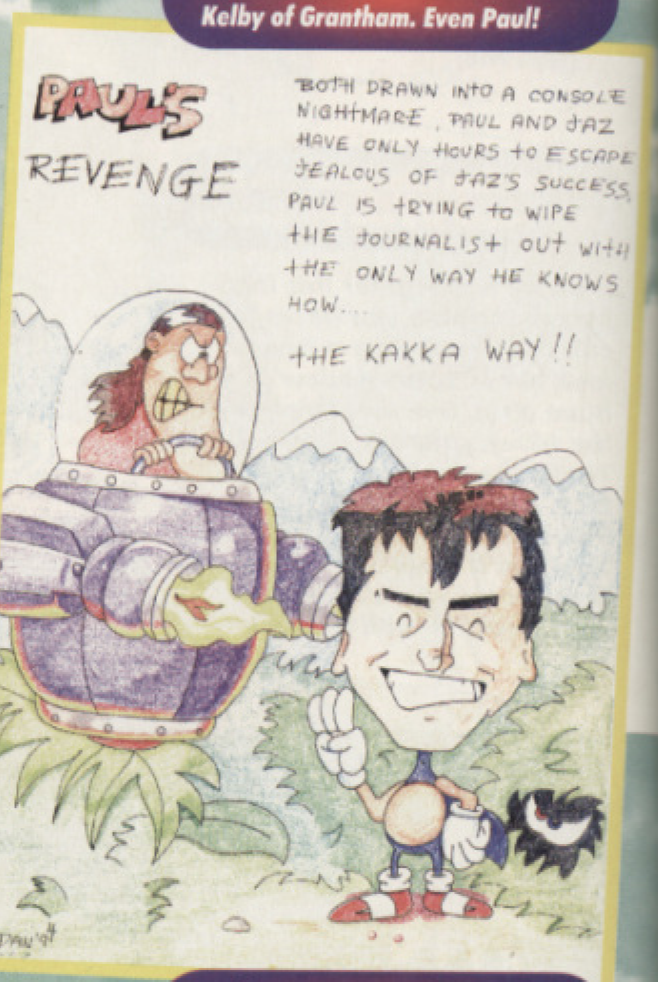
CARROT

Dear Yob,
I can't understand why everyone is so obsessed with consoles like the Super NES and Megadrive. I admit they are centuries ahead of things like the good old ZX Spectrum, but home computers like the Amiga 600 or the PCs are excellent for both games and other options. The new systems like the 3DO and Atari's excellent Jaguar are brilliant and have vast capabilities, but the fact still remains that you can not and will not be able to get the same amount of games for them as you can the Amiga. Is it really surprising that the best and longest-lasting games are on computer not console?
Nick Spray, Bromley
PS: Will there be enough games for the Jaguar's launch to make it worth buying and will they be very good?
YOB: Nick Spray? That sounds like the actions of a graffiti artist! And as for saying home computer games are better than console ones — what a load of tosh! Don't you know that every machine available has a handful of games for it which could never be done on rival machines? The PC has stunning adventures and superb flight sims, for instance, whilst the Amiga boasts Cannon Fodder and a brilliant version of Mortal Kombat. We've never doubted the quality of other machines, but in terms of all-round playability and innovation, very little can touch the Sega machines. As for the Jaguar, some of the new stuff looks quite good, but then again so did the first 3DO titles, and they had all the playability of a hoop and stick.

ALMOND SLICE

Dear Yob,
I have just bought a 3DO and it's excellent. So now I can say that Megadrives are crap and that 3DOs are ace.
Jilly Johnson, No Fixed Abode
PS: If you spread lard on a Megadrive it runs 17% faster!
PPS: I will soon be buying a Jaguar, and that will make the 3DO look crap.
YOB: Why thank you for sharing that with us. Yes, bearing in mind the three absolutely fantastic games you can get for the 3DO — Crash 'N' Burn, Mad Dog Macree and some singing disc — you must really be chuckling about your new machine. After all, there's nothing like waiting for a bit of disc access to see whether you have hit your target or not! As for buying a Jaguar as well — again, we're very pleased. And now perhaps you've finished boasting, Jilly, you can resume your modelling career and stop writing in to us.

▲ We appreciated this one, Dan Kelby of Grantham. Even Paul!



▼ The SFII crew rendered by John Dixon in menacing Crayola-colour.





▲ *Stephen Sayer obviously is to art what his father Leo is to singing.*

LARDY

Dear Mean Nob,
I really like your name — is it some kind of Swiss cheese or something? It's almost as naff as most of your pathetic replies. How come your drawings of 'Yob' are so incredibly useless? Who the hell employed this scribbling retard? Why in issue 14 do you slag off a young child's drawing of Sonic, when you can only draw a four-foot schizophrenic. I was wondering why that skull of an infant hanging on your spike was there, and I came to the conclusion that it was the result of a kid not letting you play with his beach toy. You must be extremely sad!
I suppose you are going to take the rip out of us, but you can't because we have just totally taken the mick out of you, you good for nothing piece of dog's dropping waiting to be stepped in.
The Association of Something Very long And Tedious, Nowhereland
YOB: By golly, yes — you've really got me there. I couldn't possibly come up with a witty retort which primeval slime such as your 'good' selves could understand. Still, why waste pretty prose when a good old-fashioned 'Bog off, Skidders' will do...





▲ *Peter Scanlan of Exeter has Toejam and Earl fleeing catastrophe*

COFFEE AND WALNUT

Dear Yob,
I recently rented a copy of Bubsy The Bobcat from Ritz Video. When I opened the box and picked up the cartridge, I noticed it was a different shape. I wondered if it would fit my Megadrive and was worried I may have wasted my money. I figured it would be OK, and put the cartridge into the Megadrive. It was harder to get in but worked so I played it for a while. When I'd finished, I pulled the cartridge out, but it was extremely difficult to remove it. What's the point in making the cartridge a shape which doesn't fit into the Megadrive? It can't be a different cart for the Megadrive II as it takes normal carts. Are all Accolade carts this shape?
Andrew Palmer, Newark
PS: Why are the first few chapters of Bubsy so good, but the others... er, not brilliant?
PPS: Can you insult me so I can show off to my friends?
YOB: Accolade always use a different-shaped cart from the norm. They shouldn't be harder to insert or remove, though, as the only real difference is that they are slightly taller — perhaps Bubsy was so used to being yanked out of Megadrives and discarded in disgust he felt he had to put up a fight so you couldn't play anything else! What a horrible thought. As for the first three chapters of the game being good, that's news to me as I thought it was crap all the way through. As for insulting you, forget it — your mates don't need my help to mock you.

CHOCOLATE FUDGE

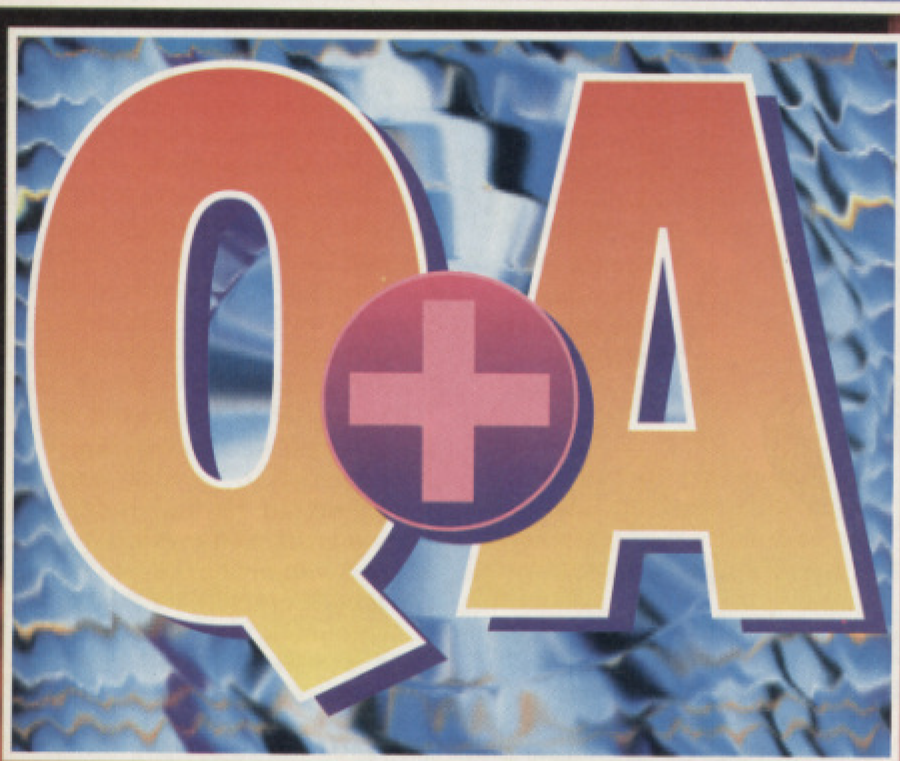
Dear Yob!
I have kidnapped your sister, Cob. Unless you send me a flame-thrower and a copy of Aladdin I will lower her into my waste disposal unit, feet first. You will never see her again, so send a picture of yourself weeping so I can hang it on my wall to laugh at. Hahahahahahaha!
Joe Stash, Isle Of Man
YOB: Y'know, I really cannot be bothered to answer this. There are so many other things I could be doing that are more fun. I'd really much rather be lighting my farts than replying to you — and that's the nearest you'll get to a flame-thrower from me.

MADEIRA

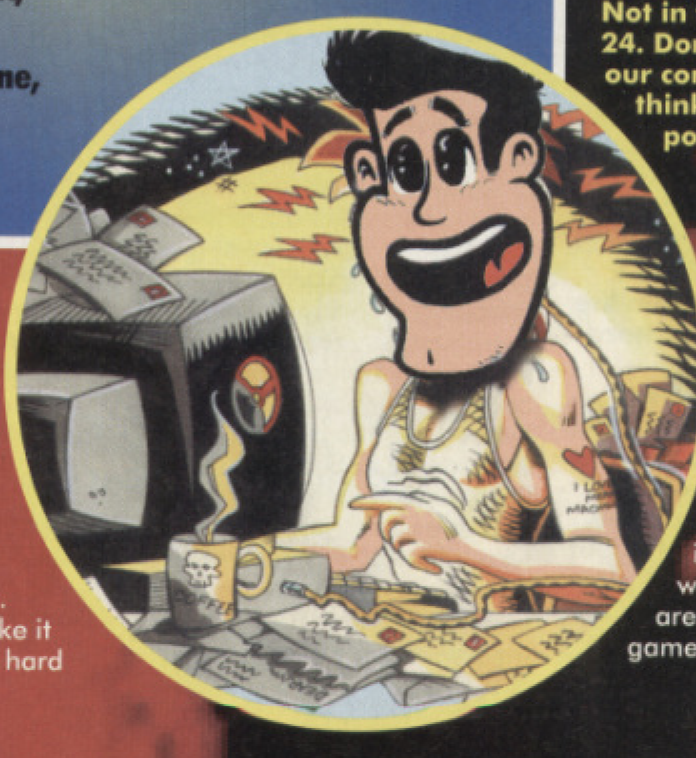
Dear Yob,
I am lying here in hospital all because of an unforgettable incident. I am a twelve year-old who has truly mastered Street Fighter II: Championship Edition. I was off to the local arcades to reveal my skills. I shouted that I'd challenge anyone to a game, and was confronted by a sixteen year-old who was grinning to his mates. I was Ken and he chose Guile. I left him dead in two rounds, one of which was a 'Perfect.'
Several other contestants came and failed to beat me, and one of the losers went and got an 18-year-old called Chad O'Neil. Chad was a massive guy who apparently hadn't been defeated in two years, and accepted my challenge. I went for Ken again and he was M. Bison. It went to the last round but I was determined. I let out a series of Dragon Punches until he was dizzy, and followed it with a Hurricane Kick. He was trapped in the corner and I kept doing small Dragon punches until I won the round with a 'Perfect.' The crowd were stunned and Chad was furious. His mates demanded a rematch but I refused. On hearing this, Chad kneed me in the face (I said he was big), carried me off to the toilet and bog-washed me. He then removed my shoe laces, tied my neck to the toilet with my hands tied behind my back and left me there. Someone had done a crap and peed in the loo and I was left kneeling there looking at the turd for half and hour before someone finally untied me.
Ahmed Giazir, Bromley
YOB: My what a sad, sad story. What did you expect? I mean you saunter into the arcade and challenge people bigger than you to a game of Street Fighter. If they're bigger than you, they're bound to get annoyed! After all, you wouldn't go up to the school when he was smoking and say he walks like a girl and that his Mum does handstands so everyone can see her knickers would you? If you ask me, they should have left you kneeling there — that way people could put their feet up and relax as they were having a dump.

▼ *Stephen Rostron creates a curvaceous Cammy, but signs himself 'Wilf'*





Steve strode confidently into the room. Left at his new desk were Jaz's spiky fright wig along with his many pairs of answering trousers. Placing the wig upon his head and stepping into a pair of rubber-bottomed answering kecks he looked around him — and there on the desk was a glass jar. Lifting the lid, Steve saw that inside was a pulsing brain. Yes, Jaz's parting legacy was to leave his brain behind. Just think, combined with Steve's already encyclopaedic knowledge of games, the boy Merrett would become a demigod — capable of answering any question thrown at him; including those scattered before him addressed to the lad Rignall. The meaning of life? A doddle. Long division? A cinch. Cramming Jaz's jelly-like brain into his ear, the joint consciousness was immediately kicked into life...
And if you want to benefit from such knowledge, simply drop Steve a line at:
A VERY MERRY WELCOME TO YOU MR MERRETT, SIR Q+A,
MEAN MACHINES SEGA,
Priory Court,
30-32 Farringdon Lane,
London.
EC1R 3AU.



OTTOWA

Dear Jaz
Please, please print my letter, I am your biggest fan and I buy your fab mag every month.
1. I was amazed at your fab six-page feature on Sonic 3 but I still need to know some things about it. Wouldn't a save game make it a doddle to finish or is it a hard game (at last)?
2. In your fab mag it said Sonic 3 was 16-Meg but I have heard from other mags that it may be 24-Meg or even 32-Meg. Which is right?
3. How much does Sonic 3 cost and how much would you pay for it?
4. My birthday's coming up in a few months so could you please put the following games in order of best to worst so I can make up my mind: Sonic 3, Aladdin, SF2, Eternal Champions and Streets of Rage III.
5. How close a conversion is VR Racing on the Megadrive from the Arcade?
6. Could you give me any spec on the DSP chip because if it can handle VR Racing it must mean that the Megadrive can do things in 3D that not even a 486 SX PC could do?
7. How many Megs is Streets of Rage III and when is it coming out? How about a preview soon?
8. Just one last thing. Don't you think Mega Machines is utter tripe — they even slag MEAN MACHINES off?
James Phillips, Birmingham.
STEVE:1. Sonic games are normally pretty easy, but Sonic 3's save games make it easier to see the later levels — not actually complete the game. It's all down to gem collection, you see — and these aren't registered in a save game. 2. Rumour has it that several versions of the game are coming out — a 16-Meg standard version, a 24-Meg upgrade and a 32-Meg limited edition Deluxe version. 3. It hasn't been confirmed yet. I expect I'll have to pay the same as you. 4. SF2, Eternal Champions, Streets of Rage III, Sonic 3, Aladdin. 5. As close as they could make it. 6. Not in this little space, no. 7. 24. Don't know. Your wish is our command. 8. You may think that but I couldn't possibly comment.

WIZZARD

Dear Jaz
My brother and I have a problem that badly needs to be answered and quick. I own a Megadrive and think it's great and I am soon going to America and badly need to know if the games out there work on my Megadrive and are the prices for most games the same?

SPARKS

Dear Jaz,
Please could you answer these incredibly hard questions for me:
1. Which do you think is the best Street Fighter II or Eternal Champions?
2. Do think Sega are making too many Sonic games?
3. Is Streets Of Rage III coming out for the Megadrive soon?
4. Is there a reason for EA putting a yellow chunk in their carts?
5. Do you thinks it's worth getting an infrared joypad?
6. What is the difference between a Megadrive and the new Megadrive II?



I have written to your magazine as your info is more reliable than others.
Daniel Clark, Bexley, London.
STEVE:The games are marginally cheaper, but probably won't work on a UK Megadrive. Recent games have used lock-out chips to stop importers, but if you insist on playing US games you can get your Megadrive converted. It'll invalidate your warranty, though.

SLADE

Dear Jaz
Could you answer these great questions.
1. What do you think of General Chaos, I think it is brilliant?

Jamie Tedder, Weymouth
STEVE: 1. Street Fighter. Eternal is more of a challenge, but not so instinctive to play. 2. As long as they're playable, I don't care. 3. Yup. See this month's preview. 4. They couldn't find a green one. 5. Not really, they're not exactly the most responsive control systems. 6. The Megadrive II is smaller, and has lost the sound control button.



2. What's the best, Sonic 1, 2 or 3?
3. Is Sim City coming out on the Megadrive?
4. Is NHLPA Hockey 94 better than 93?
5. Should I buy F1, Davis Cup Tennis, Sonic Spinball or Zombies?
6. What's the best Megadrive game ever?
7. When is Super Street Fighter II coming out on the Megadrive?

Michael Anstead, Leicester.
STEVE:1. S'alright, I suppose. Nowt special, though. 2. Sonic 3. 3. Possibly, but there are no firm plans as of yet. I hope so. 4. Slightly, but if you have '93, the new version isn't worth the extra dosh. 5. Zombies. 6. Dark Castle. Only joshing, I dunno, really, there are loads I really like. 7. Ah, the first of many Super SF questions. All I'm going to say is watch this space...

SUZI QUATRO

Dear Jaz De La Fromage,
Just a few wee questions to your inexhaustible grasp of modern games playing stuff:
1. Why is it that Sega and Capcom decided to put the Championship Edition and Hyper Fighting on one cart when Hyper is basically the same game with more on top? I don't bother playing Champion.
2. How is it that I have managed to pull off RED hurricane punches with both Ryu and Ken on several occasions?
3. A while ago I turned on my Megadrive with Sonic in and a bunch of weird codes appeared instead of the Sega logo. I had to reset the game as I could do nothing but alter the codes. Incidentally, the codes were like those which appear when using the 'Debug' cheat. Can you shed some light on this?

Ian Yates, Nantwich
STEVE: 1. Originally, the Megadrive was only going to see the Championship Edition but when Nintendo released their Hyper Edition, Sega didn't want to be left behind. As such, additions were made to the original game's code and both were put on the cart. That's why. 2. I guess you're just very lucky — oh, and all the coin-op's bugs have been faithfully recreated. 3. Either the cart wasn't in probably and this caused a problem or maybe it was just a temporary glitch. The codes you mention were probably a system error — either way, I don't think Arthur C. Clark should be called just yet.

ALVIN STARDUST

Dear Jaz,
I have written to you many times before but you have just slung my queries aside. Please answer these for me:
1. In one of my magazines it shows Ryu doing a very high hurricane kick, almost touching the top of the screen. How do you do this?
2. What is it that Ryu says when he unleashes a fireball?
3. On Sky's Games World a young boy let three of Guile's Sonic Booms rip across the screen one after another. How can this be done, as I find the controls too hard.

Jay Dee, No Fixed Abode
STEVE: 1. Jump up and then perform the hurricane kick move. 2. Had-Oh-Ken — which apparently is Japanese for fireball, funnily enough. 3. I expect they were performed using the soft or medium buttons as opposed to the slower but more powerful hard.

LEO SAYER

Dear Jazza,
I love your mag and keep up the good work (flattery always works!). Please answer the following questions:
1. Are there any managerial games due to come out for the Megadrive?
2. I have just bought FIFA Soccer and thinks it's excellent. Will they be releasing a sequel?
3. How much will the fab-looking Atari Jaguar cost?
4. What's wrong with Sensible Soccer?

Linda Lusardi, Her Jacuzzi
STEVE: Linda Lusardi, eh? Rubbish, Linda, as with all Page 3 girls, has a direct line to my phone so why write? Still, I suppose I'd better answer your questions. 1. Yep, rumour has it that Imagineer are soon to enter the Megadrive market — bringing a Kevin Keegan footy management game with them. 2. It seems very likely, but not for a while. 3. Just under £200. 4. Nothing really, it plays well but why should we pay forty-odd quid for what to all intents and purposes is an Amiga game?

MUD

Dear Jazza,
Please, please, please could you answer these questions for me:
1. Are there any Chess games available for the Megadrive? If so, please can you tell me how much it costs and who does it.
2. The same thing applies for art packages. I know about Art Alive, but are there any others?

Jed Hopps, Tyne And Wear
STEVE: 1. You're out of luck, I'm afraid. Software Toolworks' Chessmaster has been in the pipeline for years, but still hasn't appeared. 2. Nope, just Art Alive so far. Mind you, apparently a Mega-CD one is on the cards. Stay tuned...

YELLO

Dear Jaz,
Please could you answer these:
1. Is Mutant League Football any good?
2. Can you put these in order of best game: Sensi Soccer, FIFA, Super Kick Off, J-League.

Andrew Pettil, Cambridge
STEVE: 1. Nothing special, but fun for a while. 2. FIFA, Sensi, J-League, Kick Off.

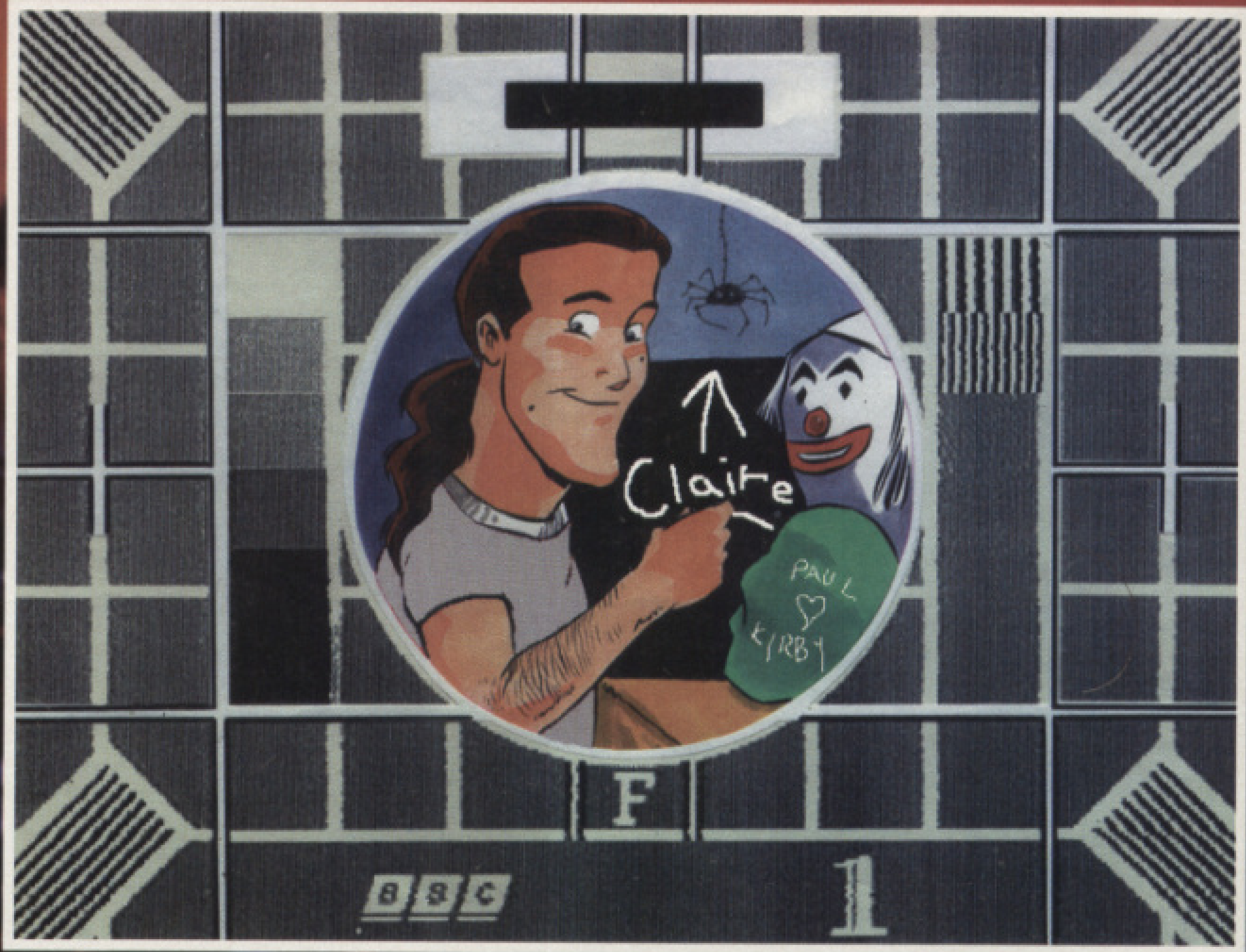
DARTS

Dear Jaz,
Please answer these questions?
1. What do you think will be best: The Hulk or Dragon?
2. Is NHL Hockey any good on the Megadrive?
3. Will there be an Alien Vs Predator game for the Megadrive?
4. Do you think Lethal Enforcers is any good for the Megadrive?
5. Is Winter Olympics any good for the Megadrive?
6. Is the Megadrive version of Fantastic Dizzy any good?

Nick Charleston, South London
STEVE: 1. Dragon looks the most promising. 2. Yep. 3. Probably not. There was a Super NES one but it was crap, ruling out a possible conversion (thankfully). 4. It's good fun, but a little too limited. 5. I'm not that keen — it's very dull. 6. If you like Spectrumesque platformers which go on for ever.

Finished at last, Steve prepared to leave the room. However, despite his new-found abilities, he found he couldn't walk. Feeling a heavy sensation in his bladder, the new Editor knew he had to master the simple art of walking once more — and quickly. Oh dear, can Steve make it to the lavvy before everyone stops asking him questions because he smells like a doddery old man? Tune in next month to find out...

PAUL'S TIPS



MY NAME IS...

CLICK - 'Hello, MEAN MACHINES!'
'Hello MEAN MACHINES! Listen, you go left and then up. Once you're got there, yeh, you get the power-up and go back to the bottom again where the door is. Yeh? Anyway you don't go through that door, right, you walk to the left - you know where that orange, err, purple like post is and crouch there for ten seconds...oh but first you need to get a second joypad! Damn.'

Oh happy, happy! If only every telephone conversation was as entertaining as this I'd have a smart little padded cell all to myself and take all my meals through a sterilised straw! Come to mention it, here come some men wearing white coats now — no, wait! They're Turtles! No Rocket Chimps! No I...Hey! Where are you taking me? Stop that! *Put me down...!*
Oh dear. Still at least Paul gets regular meals where he's going — even if the television only ever displays ITV and patients need to apply in writing, weeks in advance, for a change of channel. Still, we're sure he'd love to hear from you all.
Contact him via this address: PAUL! PAUL, MATE! JUST READ MY TIPS AND YOU'LL FEEL MUCH BETTER, TIPS SECTION, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON. EC1R 3AU.

FIFA SOCCER



Finally, somebody who is not content with sorting out a few passcodes and scribbling them down in pencil with a 'please send me some free games because I'm a disgraceful scrounger' message attached! Nick Thorn gets stuck in with a cheat which allows players to win the cup with ease. When in a match call up the **Control Set-Up** menu. Next move the joypad onto the opposing team, thus giving players control over the opposition. Now score Loads of goals. Once satisfied that the opposition cannot possibly win the match hand the controls back over to the CPU and there you have it — your team has won the match!



FLINTSTONES

Are you somebody who cannot be bothered playing this game through properly? If so Ian Leech has news for you. Only it's about his family and what he did when he went on holiday last year and it's all very tedious so perhaps you'd just like to know this cheat he sent in? Well, of course you do. On the title screen press and hold A, B, C and LEFT. By pressing START a level select materialises before your very eyes.



MIG 29

Don't blame me for underrating Mig 29 Peter Chetwynd! It's not my fault! Anyway you've got your passcode to the last mission printed so I hope you're happy now.
Peter Chetwynd's hard-earned Mig 29 passcode:
RTJBHBRJFOTUUE



SHINOBI III

This one's cool, though it is probably featured everywhere else this month too — more's the pity. It's an invincibility cheat accessed from the options screen. Chris Anthony, who most likely does much of his shopping at the Video Game Centre in Bournemouth seeing as he lives there, writes that listening to 'He Runs', 'Japoesque', 'Shinobi Walk', 'Sakara' and 'Getafu' **in that order** gets the cheat working. Indication that the cheat is in operation is given by the fact that the selection of 'Getafu' is met by silence.

JURASSIC PARK





There's a far easier way of ridding level one of dinosaurs in Jurassic Park. Lead Dr Grant down the slippery slopes until he reaches the grenades. Keep him heading down collecting all the grenades and health boxes. Once every last item is collected Grant is no longer troubled by dinosaurs because they've somehow all gone away! Andrew Jackson: long suffering resident of Sheffield worked that out all by himself — with a pencil.

TOE JAM AND EARL

It's difficult reading James P — something-or-another's handwriting because it's all sideways with bits missing. However he appears to have found a new cheat for level one. Once on the island use the skates or wings to travel to the bottom-left of the map. On the island Earl finds a couple of presents and is able to drop through a gap to land on level 0. Here Toe Jam is found serving lemonade and accepting the drink from him is rewarded by an extra life. After enjoying a giggle with the Hawaiian girls in the pool have Earl jump out and fall again, thus taking him to the highest level he was on before he began all this messing about.



Toe Jam and Earl, though the game's so old now this seems an improbable feat. Having found a pair of Rocket Skates or Icarus Wings drop Earl down to

STREET FIGHTER II: SCE



Even if this cheat doesn't work it's worth including just to expose Jimmy Mach as being the dirtiest little beggar known to Sutton in Surrey! First his cheat: After completing Hyper Fighting with Ken a massive picture of Chun-Li is displayed. By performing this combination on the joypad – DOWN Z, UP X, A, Y, B, C she changes colour. Now over to Jimmy: 'Not much of a cheat but something to fantasise over when you're playing Street Fighter II in bed'. Not really Jim. Lucy reckons you ought to get out more - meet more people. Meet some real girls even.

TWISTED FLIPPER

There are surely better ways of listening to a selection of Motley Crue songs than this, however it's open season for all those who desire a level skip on Twisted Flipper. At the option screen select tune six and press, A, C, A, B, and press START. Now, when the ball appears, press UP and B simultaneously to skip a level. Sorry Ian but I couldn't swindle that Man United top you wanted.

SONIC CD



Whey hey! James Hine is the first person to write in with the level select for Sonic CD and it's this: At the title screen press UP, DOWN, DOWN, LEFT, RIGHT, B and START. By the way, James: Electronic Arts don't produce Thunderhawk so you can't have that. Sorry.









KEIO'S FLYING SQUADRON

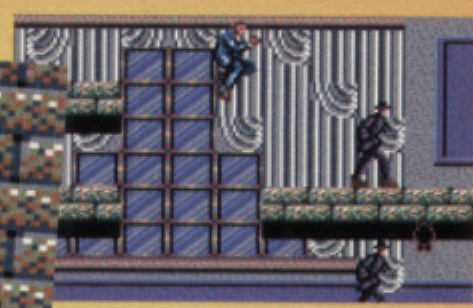
Having already been accused of underrating Mig 29 on the Megadrive I'm having second thoughts about the seemingly low recognition given to Keio's Flying Squadron because it's excellent! Tom Guise of Megatech discovered this impressive cheat which summons a cute, LCD style 'Super Catch Game'. Accessed from the main option screen, the dull one after the title screen, simply press LEFT, LEFT, RIGHT, RIGHT, UP, DOWN, UP, DOWN, UP, RIGHT, DOWN, LEFT, UP and START.

GAME GEAR TIPS

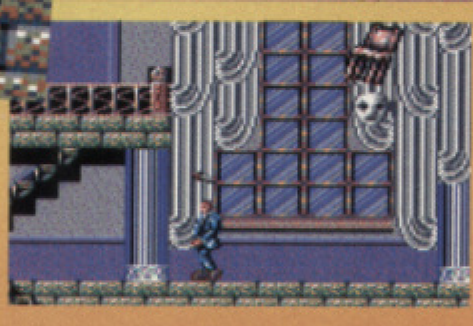
MASTER OF DARKNESS

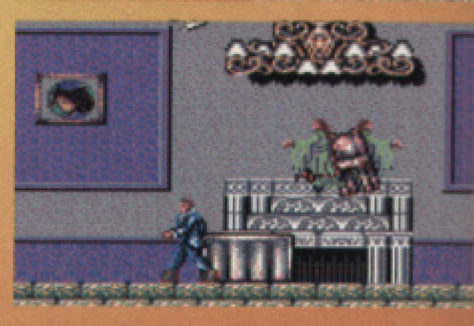
Philip Walker, he of Redcar in Cleveland, is the sole purveyor of a smart cheat for Master of Darkness. It's a cheat that activates a level select and is performed thus: At the title screen press and hold UP-LEFT on the D-pad for around three seconds. Now hold buttons I and II and press START. Doing this correctly treats the player to an option screen which not only features a level select but allows for the increase of lives to a maximum of nine; an option for invincibility and a cool sound test. Apparently it's sometimes necessary to press and hold UP-RIGHT as opposed to UP-LEFT but the cheat does work!











EDWARD WADE

This is very much Edward Wade's Master System tips this month, though I very much doubt it's all your own work Mr Wade? Let's be honest now, do you really own Trivial Pursuit? Now, now! Come, come! Well nevertheless you've almost single-handedly taken care of this sub-section and therefore rightly deserve to claim your three fine Electronic Arts games. The only thing is you forgot to specify which ones you wanted, so either give EA or myself a call and we'll sort something out.



OLYMPIC GOLD

Now the biggest problem I always face in life is which variation of dive to go for when entering the diving event in US Gold's *Olympic Gold. Should I choose the* Half-turn Double ice-cream Sluice-bucket or the *Twisting-chicken Turtle-necked Bog-roll Holder?* I'm honestly never quite sure. However Edward Wade has the answer and it's this: Always use the *Pike Dive* being sure to include as many somersaults as possible for the best results. Thank you Edward. Oh, thank you, thank you, *thank you!*

GOLFMANIA

The opening act of Eddie baby's Master System Carnival is a bit of an extravagance but saves loads of time. Should anyone be so thoroughly impressed by the game's end sequence and can't be bothered playing through the whole game again just to witness it here's how to cut a very large corner: After completing all the tournaments and seeing the sequence for the first time return to the menu and select *Pro Tournament*. Next select *Continue* from the next menu and hey pesto sauce!

TRIVIAL PURSUIT

Call me ignorant. Call me Al. Call me anything but I didn't suspect for a minute that Trivial Pursuit had metamorphoso-phosophosed into some form of video-game — let alone one for the Master System! So imagine my surprise when Edward Wade provides a small tip for the game. Shocked? Just ask the man who dry-cleans my special Secret Service underpants! The tip is this: When the title screen appears don't press any buttons at all: not even your belly button! Don't touch a *thing* until the game starts itself with a character named Demo (Edward this means the Demo Mode is working you clot!). Now just scribble down all the answers he gives to the questions and you have loads of reference for the future.

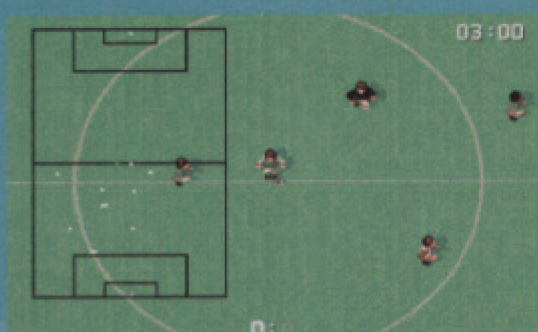
Edward: what a flipping disgraceful tip! Good grief.



SUPER KICK OFF

Results of penalty shoot-outs generally turn out as being most unfair. Edward Wade from Lincoln offers a method of ensuring that luck favours your team. Just before the opposition kicks the ball hold down button 1 and press RIGHT on the D-pad.





KENSEIDEN

Clark G (Gable perhaps — returned from the grave) probably doesn't even know what Kenseiden looks, sounds or even plays like. Yet somehow he has unearthed this cheat and here it is: For a level select hold down both buttons on pad one and switch the console on. keep them pressed until the SEGA logo appears on screen then vanishes. Wait for the word Kenseiden to sound and press UP-LEFT and the level select appears.

THE NINJA

Edward from Lincoln wades in again (ouch) with a cheat that is sure to have the forestry commission diving into their patrol cars. It's for that old family favourite 'The Ninja'. You know, the game people used to play before radio was invented? Never mind, here's the cheat: On level one have your pyjama-ed stooge kill the first ninja he meets then focus his ninja senses on the tree to the right of him. By continuously lobbing his shurikens at the innocent trunk for about ten minutes lead the ninja onward to finish the level. Notice now that he has earned his venerable master thirteen lives!



LANDSTALKER

THE MYSTIC GUIDE

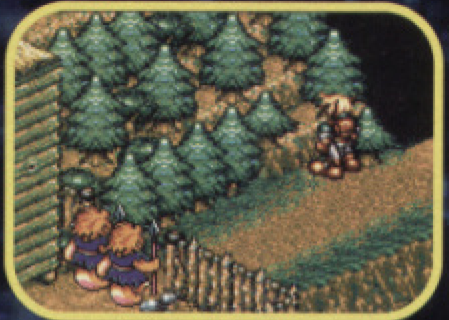
If there is only one game deserving of a player's guide, it must be Landstalker. It's the biggest adventure on the Megadrive, a cornucopia of trap-infested dungeons, taxing puzzles and odd people. It's also one of the top scoring games of all time. All good reasons for Gus to enter the forbidden kingdom.

This guide is split into sections, so you don't uncover any more secrets than you want to. It's also not an exhaustive map of the dungeons. We merely supply the hints, and expect you to do the rest. You'll also find the 'Ding-a-ling' fax boxes. These are the problems you keep phoning us with. Now they've been solved for you, no more of it! Good luck.

PART ONE

MASSAN TO GUMI

We assume you've made it to the mountainous caverns, and been rescued by the villagers of Massan. After getting some Eke Eke, head to the Water Shrine to the west. Ignore the first cave you come to, as the rope cannot be reached yet. In the Shrine, doors are opened by killing all the enemies in a single room. You should visit Prospero (the Old Sage) again after rescuing Fara from the Swamp Shrine.



The next task involves spying on the Orc King ceremony in the village of Gumi. Look carefully for the passage behind the town. The villagers are taking Fara to the Swamp Shrine. The only way to follow them in is to use the Idol, found in the Mayor of Gumi's house.



Inside the shrine, you'll find keys in the Southern area, and locked doors in the north. After rescuing Fara, go back to Massan for the first jewel, then to Gumi. The villagers will help you unblock the path to the south.



▲ *Leaving the village of Massan*

▼ *The way to the swamp shrine.*

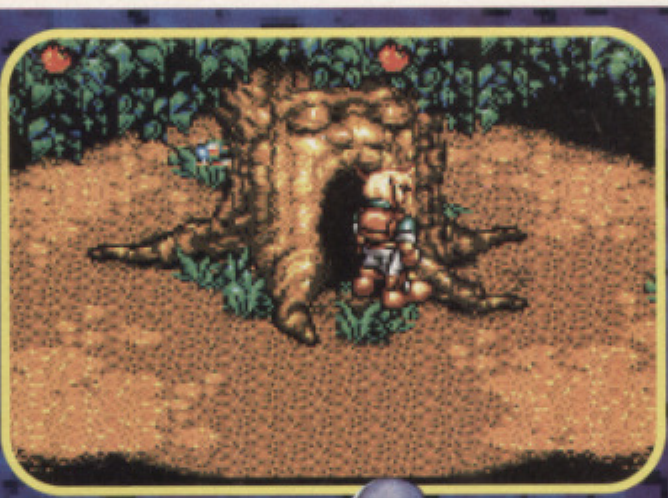






DING A LING! — THE TREES

So what do the big trees do? Well after Ryumu, go to the big tree on the screen where the sign points to Ryumu/Mercator. Talk to it and its painful secret is revealed. Solve the maze of the tree and a system of convenient warps is opened to you.





PART TWO

RYUMU TO MERCATOR

Did you get the Magic Sword? Look for an opening north as you walk west from Gumi. You'll find Kado, an ex-knight who is only too happy to lend you some of his equipment. Now go back to path and head south at the intersection. This takes you to Ryumu,where you'll soon discover the Mayor has been kidnapped. However, everyone is being very secretive until you find the small boy hidden at the side of the Mayor's house. Soon you'll be on a raft, heading for the thieve's hideout.



In the hideout, head upwards until you find the Goddess Statue. Pushing it blocks the waterflow and uncovers more levels. Go back to the first room and the hideout and look for a cave. To the North is an important key (in Pockets' room). You're on the right track when you face the room with the moving platforms and spikes. This leads to a duel with a knight, that in turn causes the floor to collapse. Go north until you find the lithograph. From there, rescuing the Mayor is easy, if you use the Gaia statue when faced by the Golem. For all that trouble you get the pass to Mercator.



PART 3

MERCATOR

The object here is to get inside Mercator Castle, but achieving it requires roundabout thinking. The only solution is to talk to every single person in the town, and listen to their clues. Then go up the right-hand bank of the moat and witness a suspicious scene. The person you see, Arthur, is the key to getting into the castle (see Ding-a-Ling box). Don't sit around when you get into the castle. Explore the kitchen to the west and the guard's quarters to the east. Then you get called for dinner. You soon realise you need the Armlet for your quest.





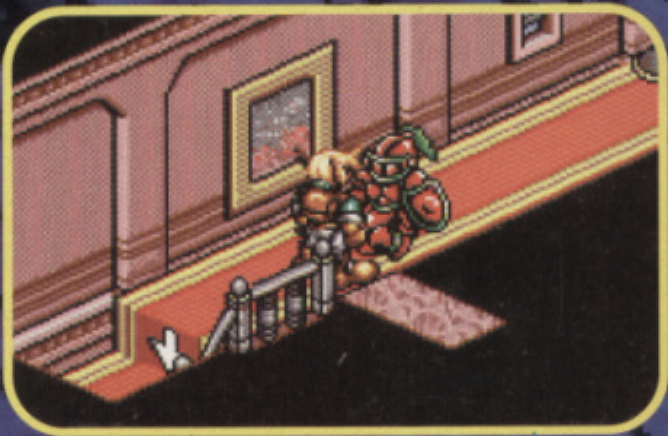


▲ *The island, as seen from the central port of Mercator.*



DING-A-LING! — MADAME YARD'S

You CAN get into Madame Yard's, despite looking so young. After you see Arthur leave the castle, head to Madame's and from there the Fortune Teller's. She has the power to make you look more convincing. In the end, there's no funny business at Madame Yard's (in the UK version. On the Jap cart the place was exactly what you expected!).



PART FOUR

THE CRYPT

Everyone phones up asking about the Crypt, but if you take time, it's not that hard, and a lot more satisfying than following guides. Only use this section if you have to.

ROOM ONE: BETTY ROSS

Kill the bubbles in reverse order of the riddle (red, yellow, then white).

ROOM TWO: RUBY SILENT

Just stay completely still for a few seconds. If bubbles touch you, go out and start again.

ROOM THREE: JACK SKYWALKER

There's a hidden stairway running along the eastern wall of the room.





ROOM FOUR: JIM BRIGHT

Place the box near to either of the two torches and jump on it to put them out.



ROOM FIVE: MARIA HYSTERICA

Pick up the boulder and hit one of the orcs with it. This is tricky and may take several attempts.

DING-A-LING! — TWINKLE VILLAGE

After you leave Mercator, you reach a place where your fairy helper Friday says is her home town. She's not wittering, as is demonstrated if you go to the south-eastern corner of the screen. There's an invisible hole to drop down, which reveal the village's Eke Eke store. However, there's nothing else of interest here.



DING-A-LING! — THE WITCH

Some of you are puzzled by the witch who lives near the swamp. Her purpose is revealed when you get Einstein's whistle from the Greenmaze. In fact, the Greenmaze is a key to many mysteries, which we reveal in depth next month. Don't miss it 'Stalker fans!



PART FIVE

MIR'S TOWER

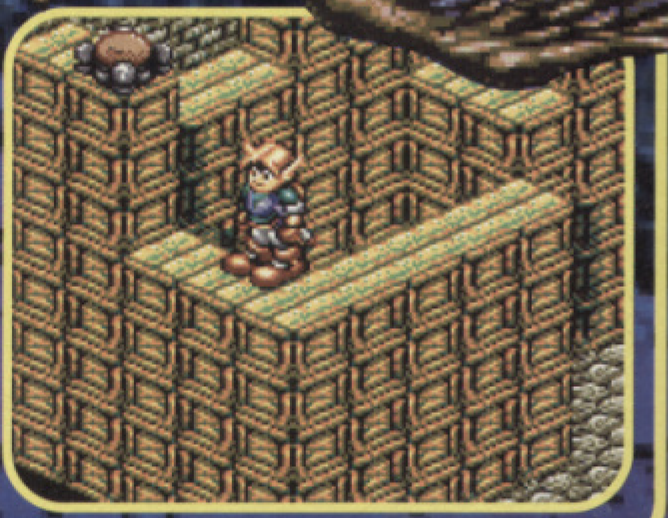
In the tower lurks your troublesome double (who you probably know about as you're reading this guide). You need the garlic to chase him away. getting it is a tricky process that starts in the room with the four creatures that resemble treasure chests. kill these to reveal a hole in the floor. Go to the orange platform, the grey block and then to the other switch. From there, you can reach the chest of garlic. Remember, you gotta get that garlic!



PART SIX

RETURN TO MERCATOR

With Mir's testimony on your mind, you return to Mercator, where the Duke has you thrown in prison. The prison quarters are a simple set of rooms and lifts, and you should always aim to go up. Get plenty of Eke Eke before returning to the castle, as you have to face wave after wave of armoured knights. Head for Arthur's quarters, and from there he will give you directions on how to find the Greenmaze.



ROOM SIX: LARZON E.
Just like the silent room, do nothing and don't be tempted to steal after the torches have gone out.

ROOM SEVEN: DIRK THE DARK
Only put the dark skeleton to death to achieve the desired effect.



ROOM EIGHT: WHODINI
The solution to the riddle lies in the false back wall behind the name plate. Use the box as a step.



ROOM NINE: DEAD AND END
Let the roving fireball push the door open by lining up with the gate. It will eventually head towards you.

ROOM TEN: THE MUMMY ROOM
The visible mummy has an invisible shadow. Move as little as possible and wait for the mummy to turn away from you. Chances are that the shade is standing near enough to be killed.



In the room with the three golem statues, walk behind the wall after the third statue to keep up with Miro. In the next room there's a platform to help you jump across to the other side. Miss the jump and you have mummies to deal with.
Soon you encounter rooms with teleportation tiles in the corners. These lead to a series of room, but only two are important. The first is littered with small spiked balls and has a switch in the centre of the room. The switch opens the gate to another room with a chest. You only get its contents when you have jumped to the top of the room.



The other room has a clutch of mummies to defeat. Their doom releases a box that will help you reach the top of the tower. At the top of said tower you face Mir. He has a fireball attack, but is easy to defeat. Follow him around the room in a square, a block or two in from the wall, and hit him every time he turns a corner.













1-2 PLAYERS

PRICE	TBA
BY	SEGA
RELEASE	MARCH

OPTIONS

CONTROL: JOY PAD
CONTINUES: 0-6
SKILL LEVELS: 1
RESPONSIVENESS: PHENOMINAL
GAME DIFFICULTY: MEDIUM/HARD

1ST DAY SCORE

100,000

ORIGIN

Who needs reminding? This is the third true episode in the adventures of Sonic, the superhero garden mammal!

HOW TO CONTROL

The D-pad moves Sonic left and right. The longer you hold, the faster he accelerates. D-pad allows him to look up and duck down.

- **A** JUMP
- **B** SPEED UP SPIN
- **C** JUMP/FLY (TAILS)
- **S** PAUSE

HOW TO PLAY

Travel through six wacky platform scenes, but find all of those Chaos emeralds!

MEGA GAME





Like stunt flyers of the early 1930s, the two pals piloted their biplane over the surface of planet Moebius Miles Prower in the cockpit, Sonic on the wings giving directions. They had just left the blazing sky fortress of Dr. Robotnik, mad obese scientist, who had become the bane of Sonic's life. His latest plan to destroy Moebius, by converting all the mindless cuddly animals into mindless pathological robots had almost succeeded. However, by finding all the Chaos emeralds, Sonic had found a power to match his and had triumphed in the showdown on the enormous Sky Fortress that served as Robotnik's HQ. He had gone down like a lead zeppelin. Now Sonic stuck his hand in his pocket to check his jewels were still safe. Yes, all the emeralds were there. As fuel was low, Miles navigated towards Angel Island, a little known promontory, for a stopover. As they came into land, a pink figure came into view. Unable to stop, Sonic careered into the strange creature, and the emeralds were flung to the far corners of the island. The creature was Knuckles, sadly under the influence of Robotnik. Visions of the coloured gems swam into his eyes. He heard a voice in his head, "Defend the Chaos emeralds, you will kill Sonic...you will kill Sonic...".

GOLDEN BOY IS BACK!

Tails has returned, after a mysterious absence in Sonic CD, explained by Sonic getting involved with a female (yuk!). Sega probably thought that his presence would have complicated things, you know, 'triangles' and the like and lots of ugly lurve jealousy. Anyway, Tails performs much as he did in Sonic 2 — stealing rings, dying a lot. The second pad controls the blighter, and he has the extra power of being able to



► *Bigger than Madonna, the French and Saunders of video games. Yes, it's Sonic and Tails!*



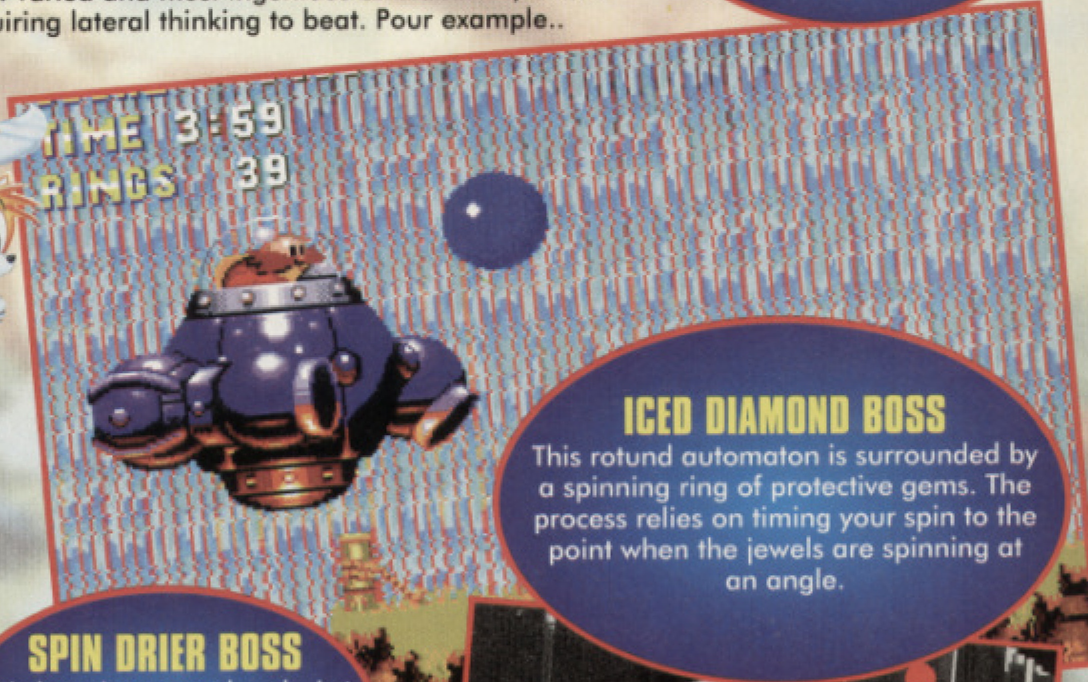
BACK SEAT DRIVER

In previous Sonic games you got a boss on every third zone, but in Sonic 3, there's a major denizen to face on every one of the twelve levels! You'll notice that Robotnik takes a back seat this time, leaving various robots and Knuckles to do the end of level honours. The bosses in Sonic 3 are the most varied and most ingenious of the series, often requiring lateral thinking to beat. Pour example..

WATERFALL BOSS

This is classic Robotnik boss stuff: big machine firing large flaming bullets, but not any real threat to a Sonic with his eye on the ball.





ICED DIAMOND BOSS

This rotund automaton is surrounded by a spinning ring of protective gems. The process relies on timing your spin to the point when the jewels are spinning at an angle.



SPIN DRIER BOSS

This boss is a great laugh. Let him survive long enough to spin the central pole and you might be all washed out.

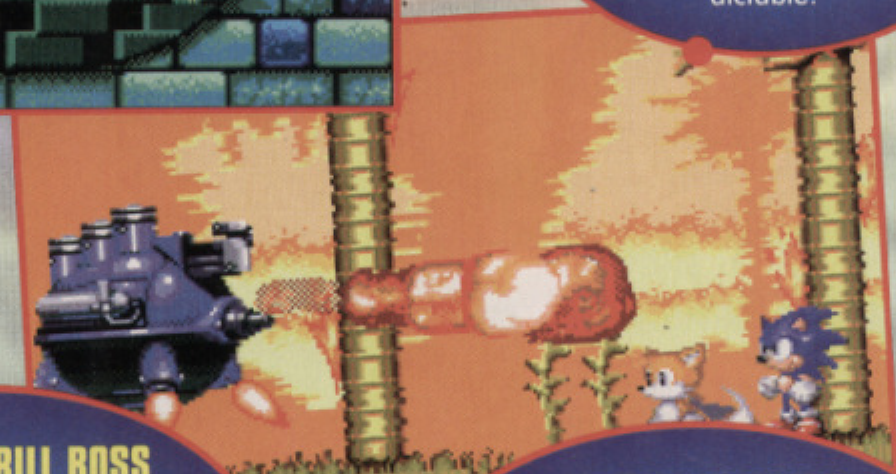


MORTAR BOSS

His vertically fired mortars are seriously dangerous. Happily, being the first boss, his tactics are predictable.

CARNIVAL BREAKOUT BOSS

Standing on a descending wall of blocks, the mechanical boss drills them out from under you, which means death. However, the detachable drill can damage its own main unit, so you should concentrate on making the pair collide.





▲ ***Goodness gracious great balls of fur.***

CORDLESS DRILL BOSS

It's Robotnik again, in a guise that requires Tails. At his flying height, only Tails can give you the lift you need to bounce on top of him. Meanwhile, his drill bit craft has sneaky afterburners, plus a plethora of conventional bombs.

THREE WAY FINISH

Not depicted here is the incredible ending that Robotnik has in store. In true villain fashion, 'he will deal with you himself' in a variety of bomb-throwing, spike-spinning and finally fist-clenching (?) machines. We thought we'd keep these wonders as a surprise.

SONIC 3



THE VERY ZONES

Those of you with Sonic 1 or 2 may be disheartened when you hear of six zones, with two acts in each. But be assured, this is the biggest Sonic yet. And instead of six samey looking zones, each is radically different in look and content. The play area for a typical zone has been vastly increased and instead of following a fixed route, there's plenty of scope for exploration, which you need to do to locate the Chaos emeralds and finish the game properly. Every area has impressive and original features, but don't just take our word for it...



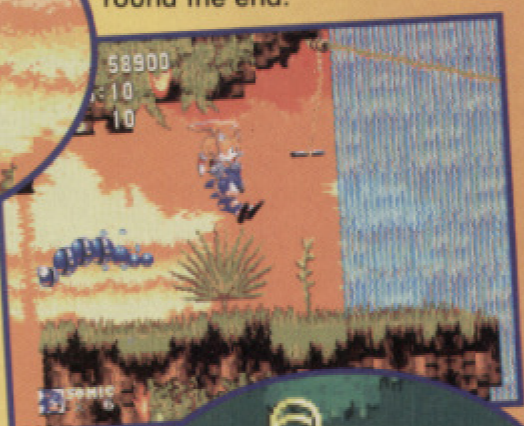
ANGEL ISLAND

This first zone is a hazardous tropical paradise, designed to familiarise you with the controls. The top part of the level covers tree-tops, the bottom half is water caverns. In the second act, the zone becomes a blazing tropical furnace. There are:



DEATHSLIDES

When you reach the end of a deathslide, watch Sonic spin round the end.



WATERFALLS

These are chasms with unstable platforms jutting out.



ROCKS

Many of these can be broken by a spin attack.



ROPE SWINGS

A new feature, and a fun way to cross tracts of the higher ground.

MARBLE GARDEN ZONE

This is an extremely pretty level, made from weathered stone walls, covered with grassy knolls. There are also interior areas, found behind apparently solid stone. The steep slopes make it hard to avoid falling to the lower levels, away from the intriguing upper reaches. Mechanical features include:



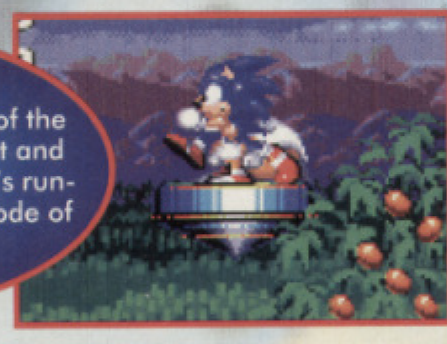
TRIPOD PLATFORMS

Fast and tricky, these are often placed near spikes



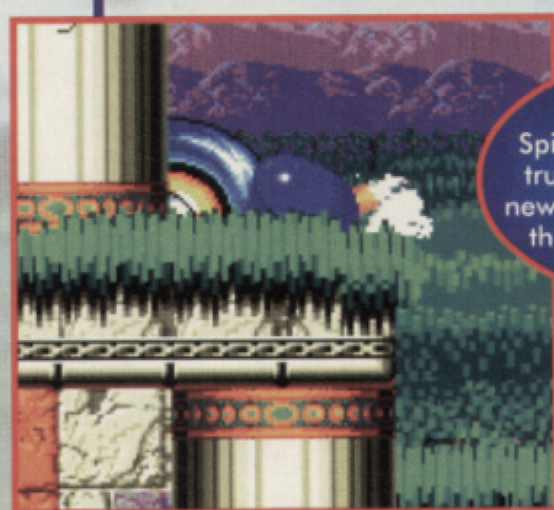
MUD

Not mechanical as such, but still life-threatening. Don't sink into this.



SPINNING TOP

Maybe the neatest feature of the new game. The top's height and speed is controlled by Sonic's running pace. It's a fab new mode of transport, no less.



DYNAMO

Spin against these protruding circles to open new areas. Don't confuse them with the yo-yos!

▲ ***Stairway...not to heaven, but maybe some place better?***

HYDROCITY

This zone looks like an Atlantean cavern, and is perhaps the least visually appealing of all the areas. However, it's quite demanding, with the complex series of fans requiring practice to negotiate. The upper areas of the level are water-free, the lower part is water-logged. Look out for:

SPOUTS
Chutes of water are a great way to gain some height.



WALL
This is a really tricky hazard, requiring fluid control.

CONVEYORS
Using these and the fans together is the only safe way to travel underwater.

BUBBLES
Breathing regularly is recommended. Look for air currents.

COMMENT



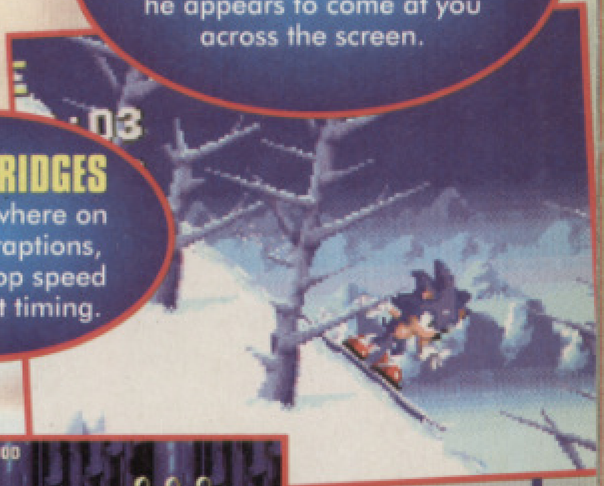
RAD

There's no denying that Sonic 3 is probably the most exciting title on the scene at the moment, and it lives up to every bit of attention it gets. The whole game is packed with great new ideas, and the levels, whilst few in number, are absolutely huge. Completing the game with all the Chaos Emeralds is a Herculean task. Unfortunately, completing the game without the Emeralds is not very difficult at all, and this really mars what could have been the best game ever, ever, ever. That said, this is still an absolutely essential buy.

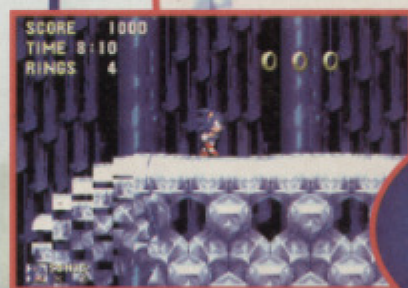
ICE CAP ZONE

About the most eye-catching of the new scenes, Ice Cap zone is also the most puzzling. Starting off as a high speed dash, Sonic soon finds himself in a maze of glacial caverns, with impenetrable ice walls and dizzying caverns. The upper reaches of the level are set in deep snow, whereas in the depths, the icy surface affects Sonic's control. Features include:

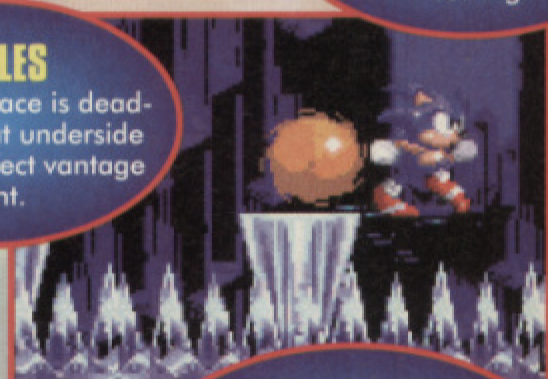
SNOWBOARDING
Yes! Sonic dazzles in a spectacular sequence on his snow board. On the steepest hillside he appears to come at you across the screen.



SWING BRIDGES
To get anywhere on these contraptions, you need top speed and perfect timing.



AVALANCHES
Falling lumps of snow are common, and even have uses in puzzle-solving.



ICICLES
The spiky surface is deadly, but the flat underside makes a perfect vantage point.



PENGUINS
Check out these Antarctic Automatons. Funny when they waddle, deadly in bell flop mode

SNOW SPRAYS
These ceiling mounted devices convert Sonic to ice cube

CARNIVAL ZONE

This is arguably the best zone of the new game. Sonic makes his way through a theme park of pathways and control sensations. At the bottom of the level is a water section. It's best to avoid this and explore the latticework sections higher up, where there are things like:





CANNONS
Sonic becomes a human cannonball in order to reach those difficult perches. However, success depends on timing the swinging armament.

BARBER'S POLE
Sonic descends this spiral like a rocket.



ANTI-GRAVS
These plates suspend Sonic in mid-air. Very useful.

TRIFLE LIFTS
These odd platforms work in a suitably odd way, for you to work out.

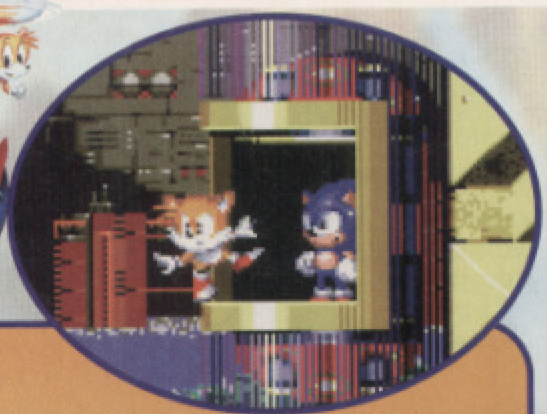


MESH
Grab onto one and see Sonic rotate at high speed.

CLAM GUNS
These are well protected sentinels of the zone.

SONIC 3





LAUNCH BASE

The final zone, and definitely the toughest. In terms of look, this resonates with many previous Sonic hi-tech zones, though this one is loaded with new features. The lower reaches consist of narrow passages and buildings. The real action is again on top. You'll encounter:

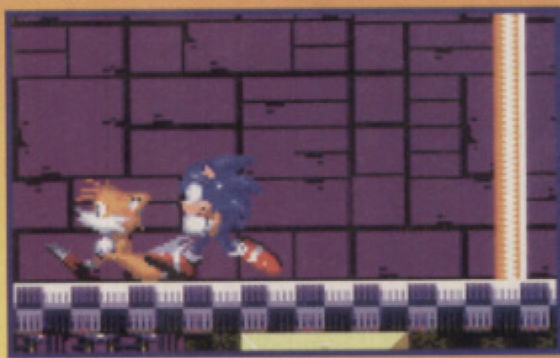
LAUNCH LOOPS
These convert Sonic's horizontal speed into vertical thrust.

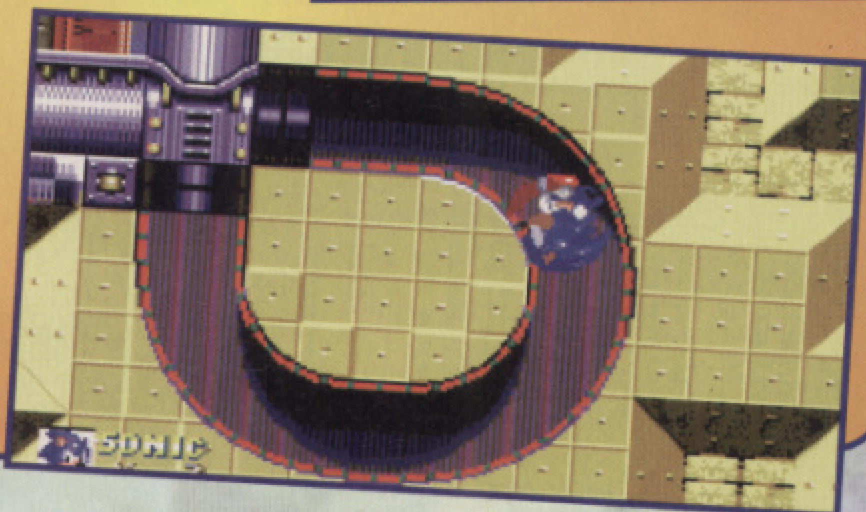
DIVE BIRDS
These swooping sprites seem to respond to sirens that Sonic sets off.

CAPSULE LIFT
Great fun. Step in and shut the door, and be whisked off in any direction.

LASERS
These are found inside buildings, riding on tracks, firing indiscriminately.

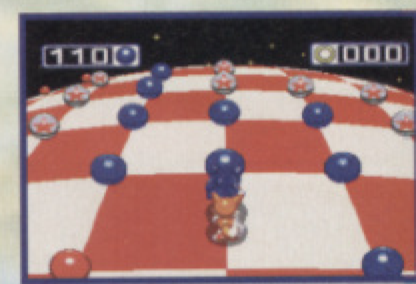
EGG CUP LIFTS
Jump into the holder, and the lift spins round a vertical shaft. These normally lead somewhere important.





THE SPECIAL ZONES
Previously, Sonic games had one special stage. Call it extravagant, but Sonic 3 has two. By their entrances, so shall you know them:

CHAOS ZONE
These are where the six essential Chaos emeralds are found. They are reached by jumping into the giant rings, which are always hidden within the scenery. The zone is a sphere, with Sonic running across the surface. The aim is to collect all the blue balls whilst avoiding the deadly red balls. Get them all and the Chaos emerald appears. All six are needed to complete the game.

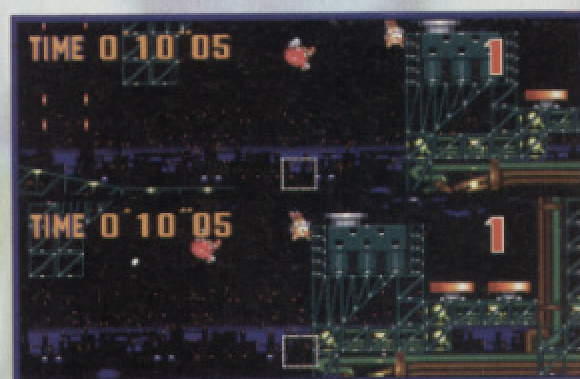


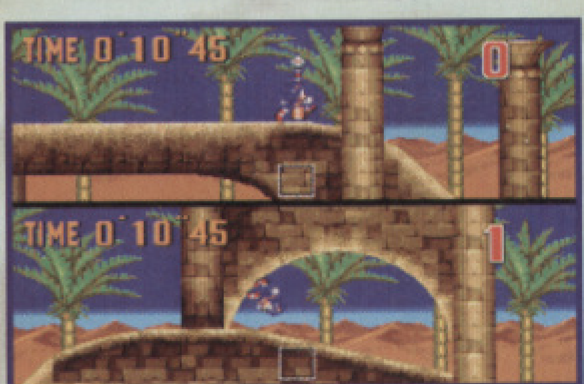
BUBBLE GUM ZONE
This secret room is found within lampposts, if you hit them with 50 rings. It's a vertical shaft, with a treasure trove of bonuses in the holder at the top. The only way to release these gum balls of pleasure is to bounce of the side bumpers and twirl the handle, but the bumpers disappear!

LITTLE PEOPLE
Apart from the main game, there is a wholly separate two-player game, in the mould of Sonic 2's split-screen option. The gameplay is here refined to a speed match set across one of the six following zones. Each is a short course of five laps. By stepping on the single button, a bonus (speed shoes, rings etc) is released in a bubble.

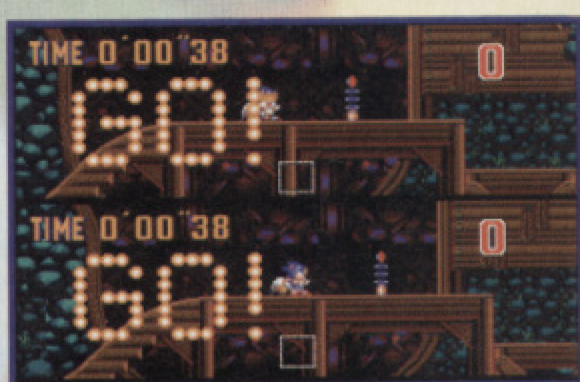






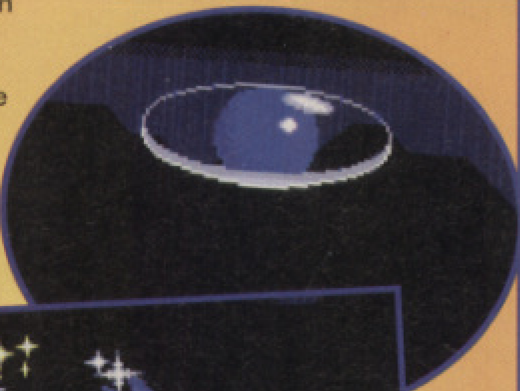






POWER UP!

Sonic finds extra powers, like invincibility and lives in the little Apple Mac computers. Now there are also offensive powers that ring Sonic in three new auras. Aura one is a bubble which gives Sonic's spin power an extra flattening edge. The second aura is electrical which attracts the metal rings magnetically and shoots sparks. Aura three is a flaming orb that allows Sonic to become a meteor at will. Cor!









▲ What a chuff!







COMMENT



GUS

As I said in last month's preview, Sonic 3 had to be something special. It definitely is. Those familiar with Sonic will appreciate that the incredible quality of the previous games, and their speed is here. The big news is the enhancements. Graphically there has been a major overhaul, with a chunkier, more detailed look which refreshes the whole Sonic image. The zone scenery is far better than anything previous. What the game has most is ideas in abundance. It really is a rollercoaster ride from start to finish. 'Never a dull moment' has never been a more apt cliche. Everyone will pick their fave level, but mine has to be the Carnival Zone, probably the most slickly programmed portion of game in Megadrive history. Catch the skiing section, the bosses, the amazing special zone. Sonic 3 is a gem, in fact it's six. Remember the real game is getting those emeralds, and to borrow a slogan, that really does take Ages!

CART SPEC

Sonic 3 has eight separate battery save positions. At 16-Megs, the copy reviewed here is a top range Sega cart. But there is more! Sonic plan a deluxe 24-Meg edition of the game, with extra levels and enhanced play. There may well be an upgrade for the 16-meg edition, a plug through cart with two ends, which will also work with your Sonic 1 and 2 carts, to create extra levels. Excuse me, I've just fainted...

PRESENTATION

92

▲ A battery back up to save your position, and the bonus of a separate game for two-players.
▼ Sonic really should have difficulty settings.

GRAPHICS

96

▲ Inspired visual images, with the familiar hedgehog looking better than ever. The scrolling is faster than a bat out of hell and the zones are extremely diverse.

SOUND

93

▲ Great tunes for each and every one of the levels. Brilliant sound effects, and all round suitability. (Special mention for the end music!)

PLAYABILITY

95

▲ This is the most playable Sonic game ever. Something magical happens with the control to create the adrenalin buzz that playing brings. Lots of play variety.

LASTABILITY

90

▲ The special stages are rock hard, and the levels take ages to explore.
▼ You can partially complete the game (without emeralds) within a week

OVERALL

94

Sonic's back! Back! Back! This game re-establishes him as King of the Hill, Top of the Heap and Life Emperor of the Platform Universe. Huzzah! Huzzah!



1 PLAYER

PRICE	TBA
BY	GAME ARTS
RELEASE	IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: BATTERY SAVE
SKILL LEVELS: 1
RESPONSIVENESS: OKAY
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

REACH SAITH

ORIGIN

Lunar is an original adventure, using many ideas from the Final Fantasy games.

HOW TO CONTROL

When walking across the landscape, the D-pad controls the party's direction. It also is used to select from menus.

- **A** SELECT
- **B** DESELECT
- **C** INVENTORY
- **S** PAUSE

HOW TO PLAY

Explore the vast landscape of Lunar, solving puzzles, collecting objects and fighting battles.



In the vast world that is Lunar, the island of Burg is really quite insignificant. And on this prosaic little isle, there is a piddling 'capital' village, also named Burg. There, the biggest tourist attraction is the monument to Dragonmaster Dyne, a hero of distant yore, and the big event of the year is the annual Lunarvision Song Contest.

You, Alex, are practising for the contest with girlfriend Luna, in your group, Burg's Fizz. With you on harp and her vocals, nothing can go wrong. But a yearning for adventure spoils your concentration. You ache to leave the village and find adventure, maybe even head across the sea to the port of Meribia — everyone talks of what a swinging place it is. Are you good enough to follow in Dyne's footsteps? Does your life need adventure? Or just a counselling session with the town social worker.



▲ *That needs oxy-cuting does that one!*

DEEP THOUGHT

Devotees of previous Megadrive adventures, like the Phantasy Star series, will be instantly familiar with Lunar. Your quest consists of a series of problems and puzzles, which require information and objects to overcome. An early example is the broken bridge between Burg and Saith. Weird Woods, a diamond and a friendly woodcutter are all part of the solution.



COMMENT



Lunar looks like a typical Jap RPG: squirty looking graphics, massive play area and tons and tons of random battles. Nothing that's attempted here hasn't been tried on previous carts, except perhaps the scale of the adventure. Lunar is absolutely massive, with loads of locations and a vast array of objects, items, creatures and puzzles. There's also a fair amount of to-ing and fro-ing, lengthening the game time even further. But these adventures are always spoiled to a degree by the combat system. No one can really enjoy the endless procession of random fights, over which you have very limited influence. This is the only downside to the game, and since there isn't an equivalent RPG for the Mega-CD, it's an attractive buy.

SUPERGROUP

Alex heads the band of adventurers, and others come and go, adding their particular talents to the group.

NALL

Alex's pet flying bundle of fur, Nall is unable to fight, but offers advice, carries the silver, and whisks injured fighters away from battles.

LUNA

Luna is Alex's friend, and a mean shot with a sling. Her main attack lies in the bewitching power of her voice and her many magic songs.

RAMUS

People in Burg laugh unkindly at this porky pal of Alex. But he quickly evolves into a formidable warrior.

NASH

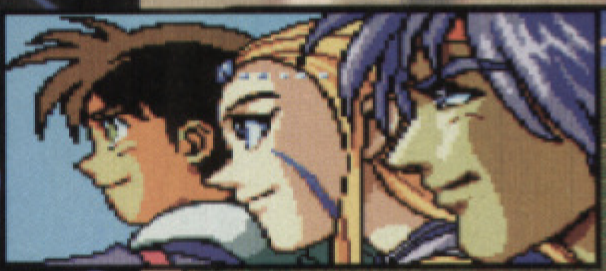
Arrogant, insufferable but also indispensable, Nash has dazzling magic powers and isn't a sissy with a big stick either.



SKIRMISHES

Whilst outside the protection of towns, the party are liable to run into battles. Encounters are generated randomly by the computer, so avoiding them is impossible. Once faced with opposition, you choose tactics for each of your band. You may ATTACK with weapons or use SPELLS. FLEE takes a character out of range and RUN removes them from the battle altogether. It's easy to escape, but winning battles is the only way to accumulate money and experience.







▲ *Alex and Ramus indulge in the Funky Chicken.*



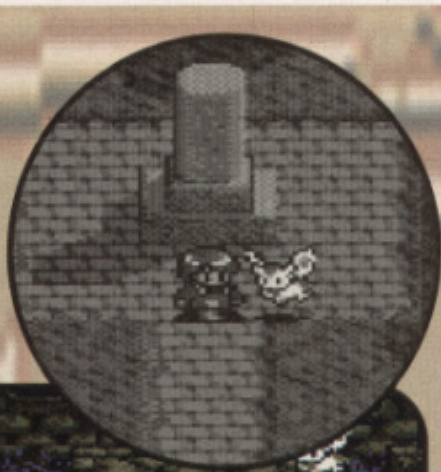




▲ *Detail of the town of Burg.*

PLACES, PLACES, PLACES

Around the large scale map, there are plenty of locations of greater detail. These caves, towns or shrines provide the dramatic moments of the game, sometimes accompanied by full screen cartoon visuals and CD sound.



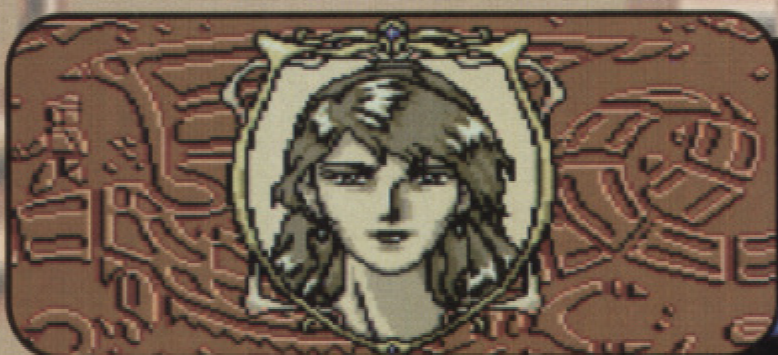


COMMENT



STEVE

The one thing Lunar has in its favour is that similar games for the Mega-CD are rarer than Take That fans at a Mensa meeting. That said, there are plenty of similar games on cartride and, to be honest, Lunar doesn't really offer that much extra. The obligatory linking animations are there and the game size is probably slightly bigger than most, but it's all a little too samey for me. After all, there are only so many batle you can fight or flee from before boredom sets in. The CD medium allows for real adventuring potential, but this effort falls a little short of the mark. A nice try, but no cigar.



▲ *A medallion bearing the face of one of the Four Heros.*







THANKS TO..

Martin at the Video Games Centre in Bournemouth. He supplied us with Lunar, and will happily do the same for you on 0202 527314



WHY ARE WE WAITING?

Lunar was a massive hit for Game Arts in Japan way back in 1992. The reason for delay is the vast task of translating such a huge game into English. The conversion programmers, Working Designs, explain this in their CD notes. Lunar has a massive four Megabytes of text — roughly four full Megadrive games!

PRESENTATION

83

▲ There are three save game positions, and a very nice menu control system becomes tedious.

GRAPHICS

69

▲ There is lots of variety in the locations, and some nice occasional effects. The cartoon sequences are good.
▼ The battle graphics are poor.

SOUND

82

▲ All the scenes are accompanied by music; spooky for dungeons and jaunty for towns. mixed with the wild spot effects.
▼ Sound effects are few, far between and poxy.

PLAYABILITY

85

▲ The game is easy to get into, logical and engaging.
▼ The random battle system is a tedious way of doing things and slows the game.

LASTABILITY

87

▲ Lunar is really vast, and it certainly improves as it goes. Plenty of RPG for your money.

OVERALL

86

Lunar: The Silver Star is the only dedicated RPG for the Mega-CD. And it's good. Two good reasons for going Lunar over it.

FORTUNATELY

you WON'T HAVE TO FACE IT ALONE



Safety in numbers? Forget it. Even with the new 4-player adaptors and pals by your side, you're about to embark on the most lethal challenge of them all.

Gauntlet IV has arrived on the Mega Drive. And the word is, it's only for Mega masters.

You become Thor, Thyra, Merlin or Questor in this all-time classic arcade adventure. Then, with your fellow adventurers, you step into a dark and deadly world to shatter the mystery enshrined in the ancient castle towers.

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And, when you've inched your way through dripping dungeons to complete your quest, change mode, then turn the tables and slaughter your friends.

Gauntlet IV from Tengen. So much for safety in numbers.

94% – **MEAN MACHINES**

94% – **MEGATECH**

90% – **MEGA**

83 % – **SEGA PRO**

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REN & S



1-2 PLAYERS

PRICE	£44.99
BY	SEGA
RELEASE	JANUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: FIVE
SKILL LEVELS: 3
RESPONSIVENESS: NOT 'ARF' BAD
GAME DIFFICULTY: EASY/AVE

1ST DAY SCORE

COMPLETED ON EASY

ORIGIN

The latest cartoon sensation to arrive from the States — Ren And Stimpy are a hapless dog and a dozy cat.

HOW TO CONTROL

Oh purleeeease won't somebody get rid of this utterly stupid box — you all know how to use a blinkin' joypad and I wouldn't presume to patronise you by telling you.

- **A** FIRE
- **B** JUMP
- **C** SPECIAL
- **S** Pause

HOW TO PLAY

Control either Ren or Stimpy – or both if you have a friend (unlikely) – as they make their way across six danger-filled locations.



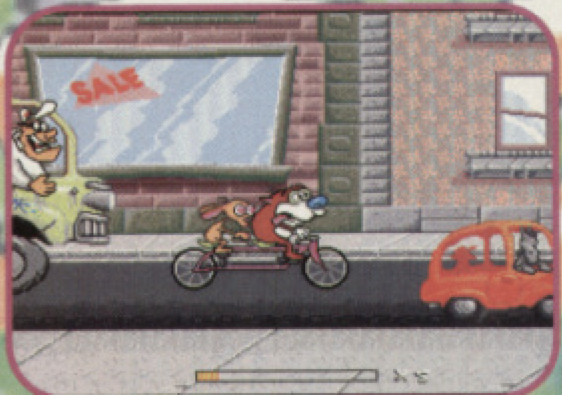




▲ ***Can you spot Ren, kids? He's in this picture somewhere.***

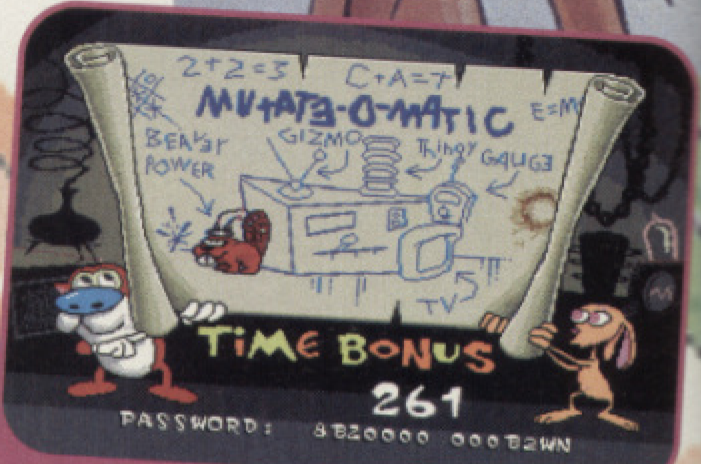
In the States they're as popular as Bartholomew J. Simpson and his clan and those disciples from hell, Beavis And Butthead. However, in the UK, very few people have heard of Ren And Stimpy — the latest cartoon pairing to hit these shores. With their first series about to start on BBC2 and our US cousins currently enjoying the third, Ren And Stimpy are ready to bring their unique spitting and farting skills to our Megadrives.

For the uninitiated, Ren is a small Mexican Chihuahua and Stimpy is an overweight and extremely dumb cat. They share a small house in the middle of nowhere, with Stimpy's stupidity getting them into all manner of scrapes and problems. However, in their unique way the dippy duo always manage to get themselves out of bother — but not without gross consequences as they smash seven barrels out of each other and wow the audience with their incredibly bad taste antics. It may not sound anything new, but then again neither does Tom And Jerry...



▶ ***Oh no, Stimpy has drawn on Ren's East 17 poster!***

◀ ***"I don't want to be downwind any more," said Ren.***



REN–MARKABLE

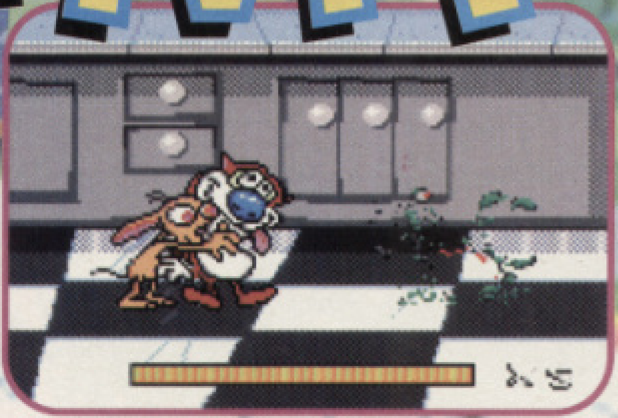
In another average day for the gruesome twosome, Stimpy has built a machine which he hopes will transfer garbage into edible goodies — the Mutate-O-Rama. In an attempt to prove the machine works to his Chihuahua mate, Stimpy put the machine into hyperdrive only to see it explode, scattering component parts all over the locale — and turning vast areas of the town evil in the process. Thus, before the neighbours start to notice something is awry, Ren and Stimpy must scour the area in search of the scattered parts. Once retrieved, Stimpy must then try to piece the Mutate-O-Rama together so it can be switched off and the locals returned to normality.







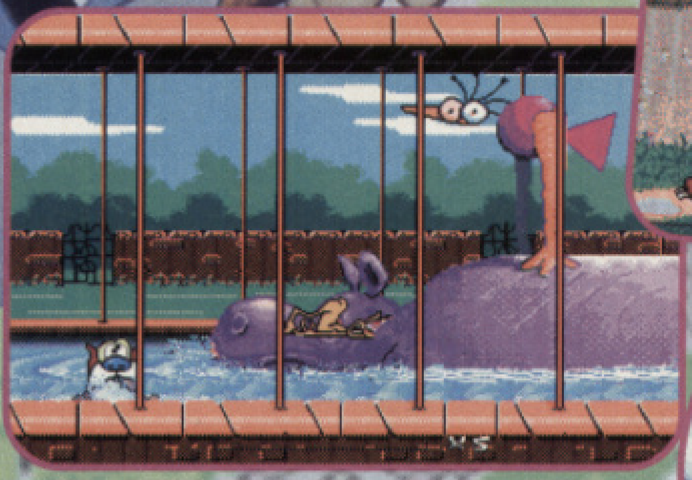
▲ *New for february: this fabulous Stimpy Space-Hopper.*



▲ *"Oh Stimpy, I love you so. Be mine always..."*







▲ *Ren tries to give a Hippo a love-bite. Or something.*



FIGHTING BACK...

With this being the 'violent' world of computer games, neither Ren or Stimpy are unarmed. Ren, for instance, can fend off enemy attacks with a fly swat whilst Stimpy has a far more unique weapon — he whips them with a damp tea towel! However, when the two heroes are close together and an enemy is approaching, their offensive capabilities are effectively doubled. For instance, Ren squeezes Stimpy's stomach so that he hawks a thick greeny at the oncoming foe, whilst Stimpy has an even more unorthodox weapon — he lobs Ren at them!

COMMENT



STEVE

I've seen a couple of the Ren And Stimpy cartoons and really can't see what all the fuss is about. The assorted 'bad taste' jokes have all been done before, and fail to impress. Bearing this in mind, it would be all-too-easy to dismiss this platformer as just another passenger on the licence bandwagon. Big mistake. Yes, Ren And Stimpy may indeed be another samey platformer, but it manages to incorporate the cartoon's odd look and over-the-top humour to create a game which is both funny and playable. In fact, it is because of the humorous nature of the many obstacles — mad giraffes and demented builders, for example — that the whole thing works so well. Sadly, some of this potential is lost because the game is far too easy, but even so Ren And Stimpy is a welcome addition to the teetering platform game pile.

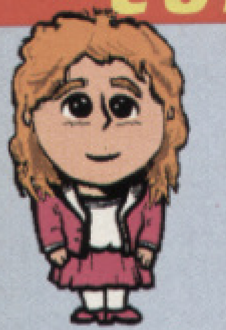
WELCOME TO THE NEIGHBOURHOOD

Ren and Stimpy's home town is depicted as a scrolling landscape with the pair running and jumping past all manner of dangers in their search for the machine parts. Starting at home, six stages await our heroes — ranging from a zoo to a building site — and each contains a series of hazards out to sap their already limited energy. The machine parts have been left at the end of each sectioned stage, but the machine has affected the local inhabitants and devices, so the task of assembling the bits is made harder by attacks from lawnmowers, walruses and drills — all of which should be avoided or killed by one of the pairs' special attack moves.

LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■□□
WEEK	■□□□□
MONTH	■□□□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	□□□□□
CHALLENGE	■□□□□
ACTION	■■■■□
REFLEXES	■■■■□
ORIGINALITY	■□□□□

COMMENT

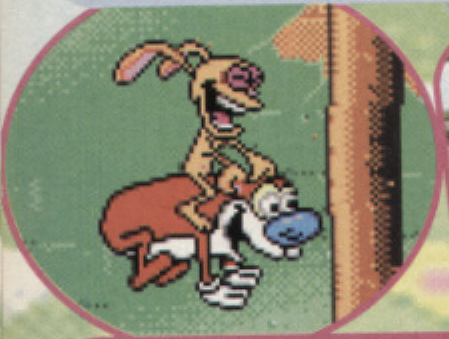


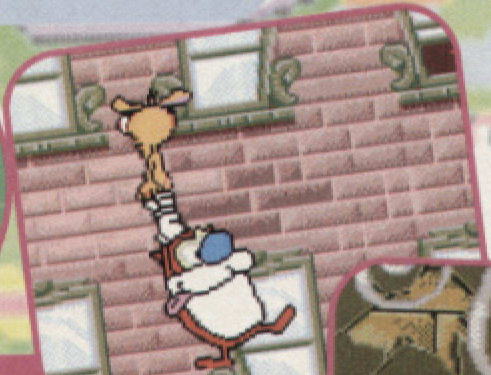
LUCY

Bart's out and Ren & Stimpy are in — except that's rubbish 'cos the cartoon series just ain't as funny. However, this game is surprisingly not too shabby. Another platformer sure but it's utterly playable, looks okay and provides a few chuckles with its mad-cap humour along the way. Not an out and out winner, particularly since it's far too simple on EASY setting but it wouldn't be a bad addition to any novice platform freak's collection.



▲ That bike's like the one in 'The Goodies.' I liked that.









▲ New for February: the incredible Ren comb.

IT TAKES TWO, BABY...

In addition to teaming together to double their offensive capabilities, Ren and Stimpy can also get together to enhance other skills. For instance, during the course of their journey, the pair may find a conspicuous-looking hole with the word 'Dig' directly above it. Using the A button to effect each characters' special move, Ren will either use Stimpy as a road drill, or will find himself being used as a spade. In addition, to bypass larger gaps, the pair can expand their leaping range – with Ren showing himself to be a useful canine helicopter!

▼ The dangers of too much cake are exclusively revealed. Ban these evil confectionaries now!







▼ T'baccy spitting - the worst habit since eating dandruff.



S'FUNNY THAT

Humour plays a major part in the Ren and Stimpy's adventure, and the programmers have really done their homework to get each character's little idiosyncrasies into the game — a perfect example of this is Stimpy's phlegm-spitting ability; something he is particularly proud of in the cartoon! Similarly, other bad taste gags include a scene where the pair fill themselves with gas and must propel themselves across the screen with nothing but fart power, and a scene where deadly bird droppings fall on our heroes.

PRESENTATION 78

▲ The usual options, and a selection of attract modes showing you what to expect.
▼ Nothing particularly special...

GRAPHICS 84

▲ Perfect interpretations of their cartoon cousins. Loads of colour, and plenty of variety in terms of backdrops and bad guys.

SOUND 77

▲ A handful of tunes accompany the action.
▼ The effects themselves are weak to say the least.

PLAYABILITY 83

▲ Immediately playable, and the urge to explore the later stages is very strong.
▼ There are a few 'no win' situations where it's impossible to escape danger unscathed.

LASTABILITY 64

▲ Plenty to see...
▼ But it gets a little repetitive after a while. Once you've seen all the sight gags, half the fun wears off.

OVERALL 73

Smarter than the average licensed tie-in. Ren And Stimpy is far from original, but has the necessary playability in stacks. Nowt special, but worth considering.

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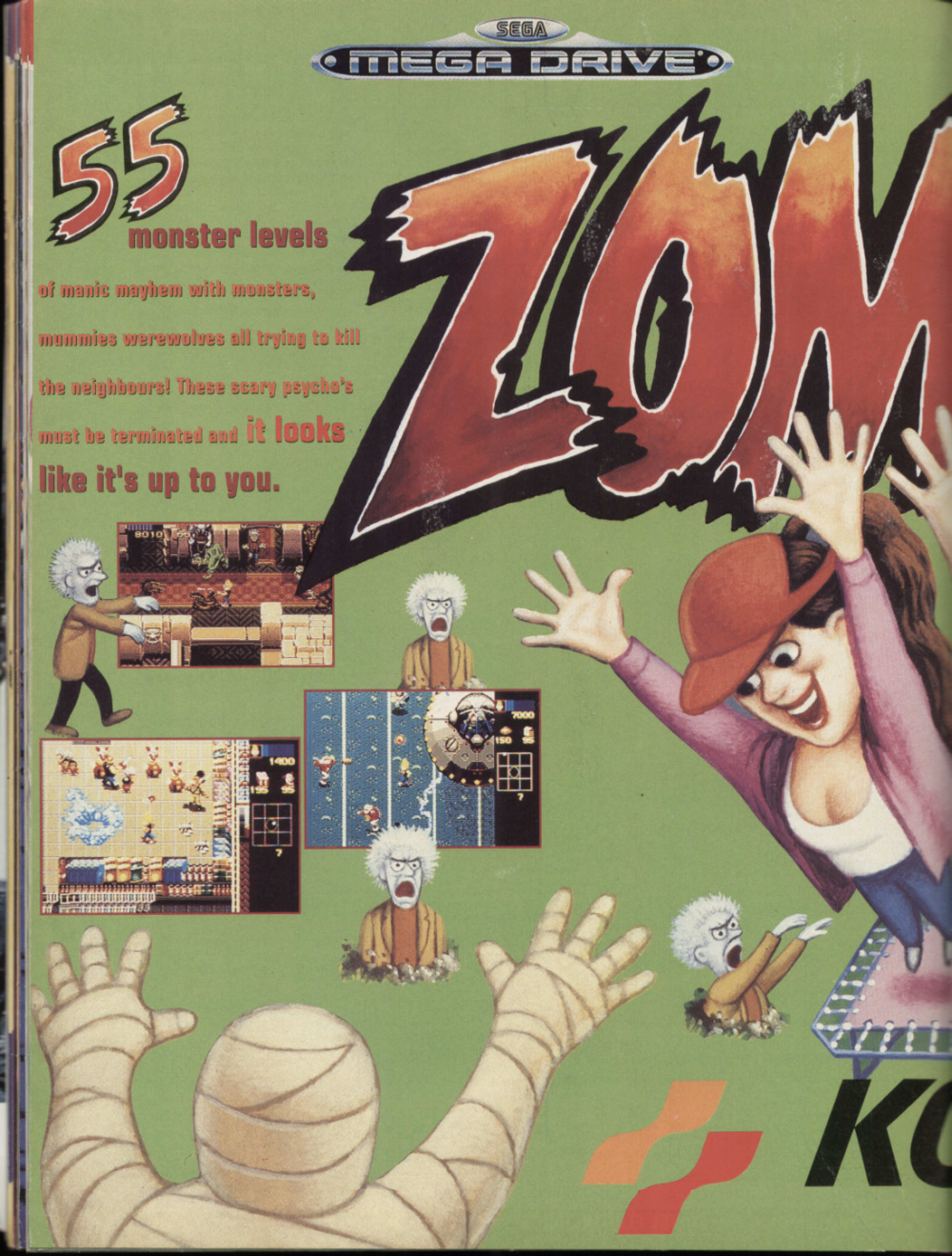
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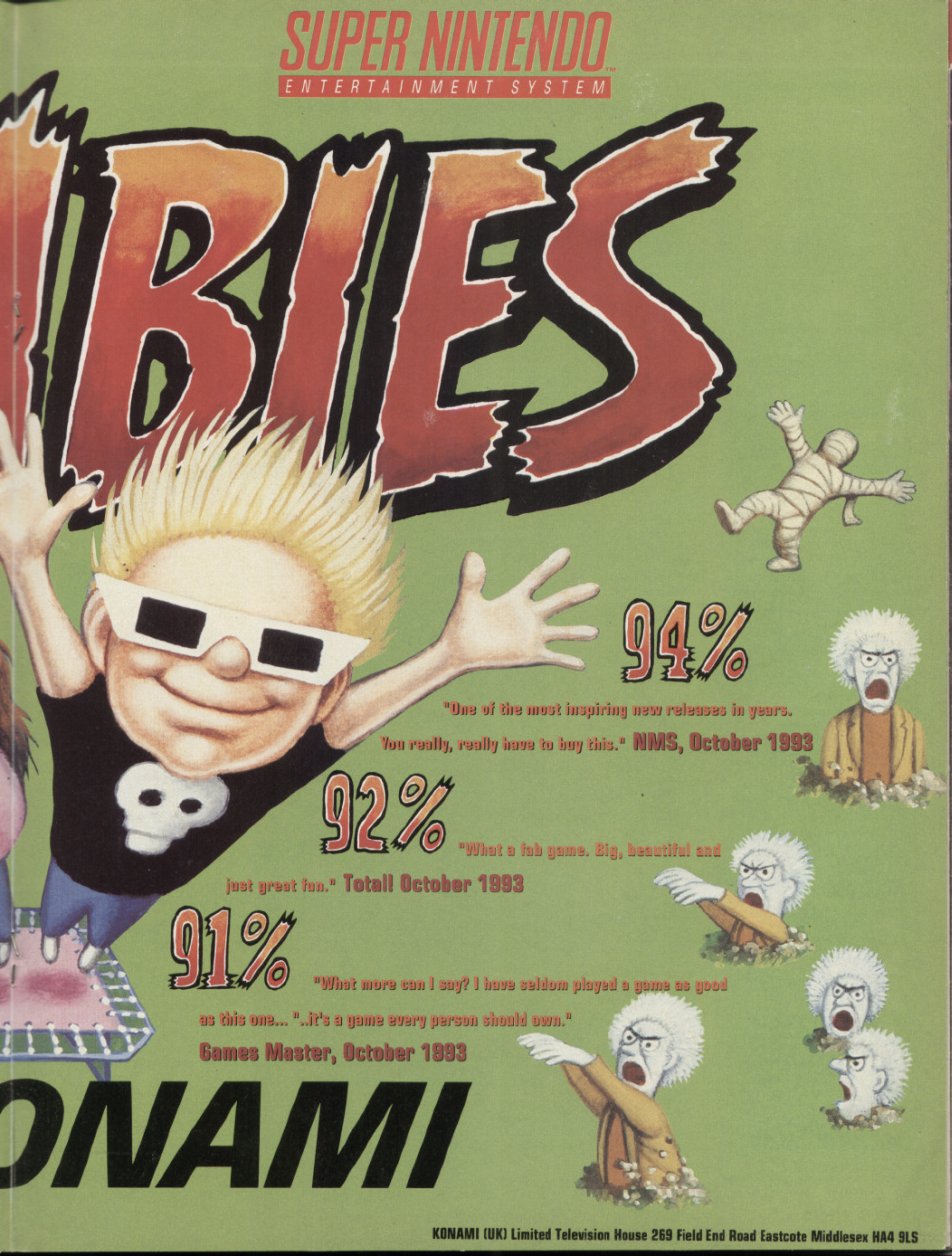
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ZOM



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92%
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just great fun." Total! October 1993
91%
"What more can I say? I have seldom played a game as good
as this one... "..it's a game every person should own."
Games Master, October 1993
ONAMI
KONAMI (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS



1-4 PLAYERS

PRICE	**£49.99**
BY	**ACCLAIM**
RELEASE	**TBA**

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 5
RESPONSIVENESS: GREAT
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

WON FIVE MATCHES

ORIGIN

Conversion of the hyper-popular arcade machine of the same name.

HOW TO CONTROL

The D-pad is a responsive tool for moving the players in four directions around the court.

- **A** Pass
- **B** Shoot
- **C** Turbo
- **S** Pause/call Time Out

HOW TO PLAY

Use your basketball skills to make your two players score more points than the other two players.





NBA

Everyone reckons they know about basketball. They reckon it's just a bunch of tall blokes leggin' it up and an indoor football pitch trying to get a medicine ball into a hoop. Alright, people will say, so it's really big business in America and basketball players are dead famous, like Shaquille O'Neal and that other bloke, but it's hardly the biggest thing over here in Blighty.

They would, in fact, be completely correct if they were to say all of this. However, this is only half the story. The NBA is actually just a covert front for a large group of avant-garde jazz musicians, exiled from the music and social scenes of the world for their beliefs in diddling their fingers up and down saxophones with little or no interest in what sounds come out. Now, after everyone has gone home, after all the hot dogs have been eaten and the specially sound-proofed courts are empty... the NBA Jam.





▲ *Not a game for those with vertigo!*

STRAWBERRY JAM

Since these are supernatural mega-players of hyper proportions, you'd expect the NBA Jammers to have powers and abilities far beyond those of mortal men, and — hey! — you'd be right. As well as the usual pass and shoot commands, NBA Jam also has a Turbo button. Hitting this allows your player to run much faster, and using the Turbo when in a shooting position in the blue shooting zone makes your chap perform his extra-special super slamdunk. These amazing moves vary according to your position and the character under your control, and go from jumping a million miles up in the air and spinning around before ramming the ball through the hoop to ultra-swank posing backwards shots.



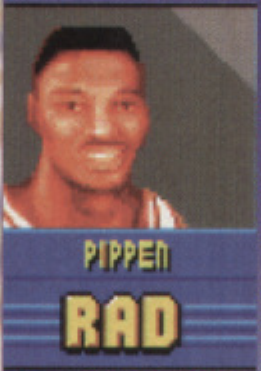




NBA JAM



COMMENT



The Megadrive isn't exactly short on basketball games, it must be said, but NBA Jam is something of a break from the norm. Eschewing the usual play at a serious simulation, NBA is an out-and-out arcade game (not just in the coin-op sense). In four player mode, there's no doubting that this is absolutely ace, really fast paced and action-packed, and with scope for team play. In one-player mode, it's also great, packing a good challenge. It's just in between these numbers that it sort of falls down. Because you've only got two players on your team, it cuts down heavily on the tactical element of the game, and there's not much in the way of strategy. This is fine when you and a team mate are competing for all the smart runs right down the court, but it does tend to shallow the game out a bit. Still, NBA Jam is a faithful conversion of the very popular coin-op.

APRICOT JAM

Scoring points is the name of the game in basketball (surprise, surprise). However, there's an added incentive to all players to score as many baskets as possible. Once any one player scores three consecutive baskets, without either the opposition or his own teammate breaking the rhythm, he is declared 'On Fire'. This means that every time your guy gets ahold of the ball it bursts into flames, igniting the hoop should it go in. It also means that player has unlimited Turbo, which makes them an even more formidable opponent. However, once the opposing team score, the effect is rather like that of a cold bucket of water, and the player is Off Fire again.





▲ gotcha!





▲ The jam arena lies in the path of an Olympic walking event.



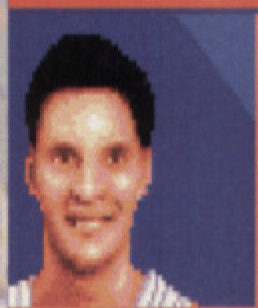
TOE JAM

NBA Jam isn't just the official game of the NBA teams, so it's got all the real names and everything. Oh no, NBA Jam also uses real live actual players that really exist and everything. However all of these players have their own strengths and weaknesses, so it's important to check up just who you're using on the comprehensive team select screen. Here, the shooting, passing, defending and three-pointing skills of each and every participant are displayed in easy-to-read bar form. Unfortunately, this sometimes leads to arguments in four-player games, going along the lines of: "but you've got the best player out of our team and mine's rubbish that's not fair and I never liked you anyway".



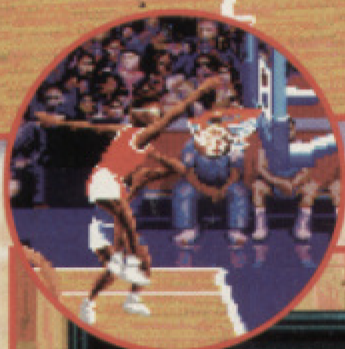


COMMENT



GUS

The addition of NBA Jam to the Megadrive's clutch of basketball games is welcome, especially for four players with a Sega Tap. The action is unashamedly fast and furious, at the cost of developing strategies and tactical play. Unfortunately, in single-player mode this makes the game less enjoyable than the likes of Team USA basketball. However, with all player positions filled, everyone can really let rip, with some spectacular aerobatic slam dunks, and an exhibition atmosphere to the matches. The control must be commended, as players move instinctively, and it's easy to intercept and steal. It is a bit of a shallow game, and not sport sim of the century, but as a jammin' basketball game this is a fab effort.



▲ *Marvo demonstrates his incredible levitation act.*





▲ *Bad 'hood. The player with the ball has just been pick-pocketed.*



▲ *From the edge of downtown...he shoots, but will he score?*



PRESENTATION 93

▲ Loads of options and plenty of the old intermissionoroonies. There are stacks of teams to choose from and plenty of attention to detail.

GRAPHICS 89

▲ The animation is absolutely superb.

▼ There's only one background, and the sprites are a bit samey.

SOUND 88

▲ Okay tunes.

▼ Effects are a little bit hissy.

PLAYABILITY 91

▲ Very fast, fluid to control and a piece of cake to pick up.

▼ Not much scope for tactical play.

LASTABILITY 87

▲ One player tournament should take some time to beat — even with the password.

▼ TShallow gameplay could annoy real basketball freaks.

OVERALL 89

A highly ace game which fans of the coin-op and non-obsessed sports types will love.



1-2 PLAYERS

PRICE	TBA
BY	US GOLD
RELEASE	TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 3
RESPONSIVENESS: VERYGOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

COMPLETE FIRST 3 RACES

ORIGIN

Conversion of the ever-green Megadrive title.

HOW TO CONTROL

Race against the other bikers, watching you don't knacker your motor or yourself by watching your energy bars. Clobber the opposition to make life easier.

1 Accelerate

2 Jump

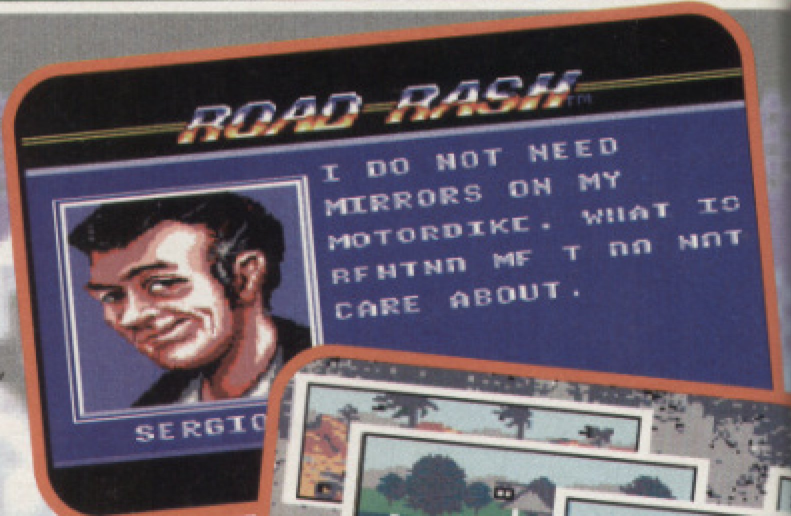
HOW TO PLAY

Race against the other bikers, watching you don't knacker your motor or yourself by watching your energy bars. Clobber the opposition to make life easier.

The word "rash" is a pretty horrific one. Just the sound of that syllable sums up the icky feeling. The true mark of sickness, that's a rash. But one rash is more fearsome than any other. One rash would make grown men weep, one rash is the most agonising and humiliating experience ever, a mark of failure. Yes — nappy rash.

The terror of juvenile posteriors the world over, there is still no known cure for nappy rash, although Amazon tribes are rumoured to know a secret preventative technique consisting of a mix of herbs, tree sap and not wearing any nappies.

Nappy rash is now the way hard men across the globe prove their mettle — sometimes wandering around in the same nappy for three to four weeks. Lesser mortals choose the rather wimpier threat of road rash by racing motorbikes around. This game is about those people.





▼ *Decorate a christmas trees — with assorted limbs.*



ROAD

JOIN OUR CLUB



The thing that really sets Road Rash apart from other motorbike racing games is the violence. Not for Road Rashers the gentlemanly tactics of GP riders, oh no. Every contender in the Road Rash tournament has fists and feet of doom and is ready to use them. your first attack is a mere punch, but ride on past someone carrying a weapon and it's possible to snatch it right out of their hands, should you punch just as they lash out. However, watch who you attack — some riders are fairly peaceful and won't start on you unless they're under attack. The names of especially nice or nasty chaps are usually stated in the advice screen before each race.

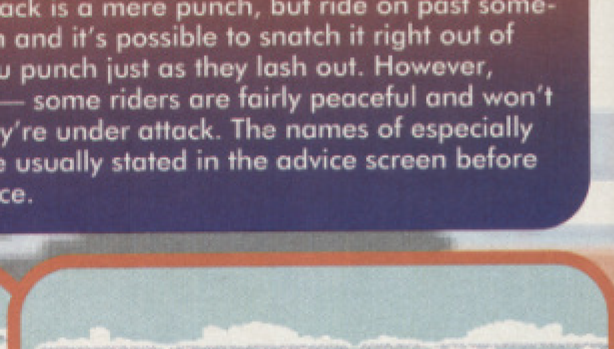
COMMENT



RAD

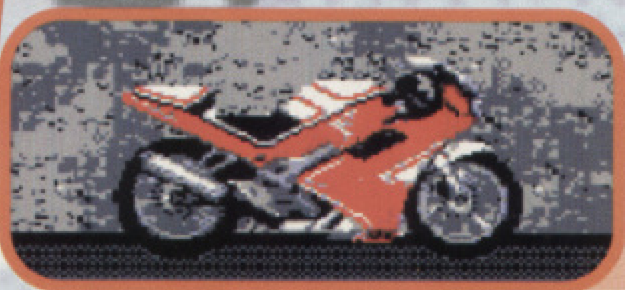
It's about time that Road Rash made it over to some other systems, and luckily Probe have done a brilliant job of the conversion. The graphics are very clear, and the sprites are surprisingly large and detailed. The sound is also excellent, with a decent enough tune playing throughout the game. The really impressive part of the game is the super-smooth and very fast scrolling. The twists and bumps of the course are accurately simulated and there's a real feeling of involvement with the action. If you're into racing, this is probably the best release of its type on the Master System in ages.













▲ *Postcards from the edge.*

COMMENT



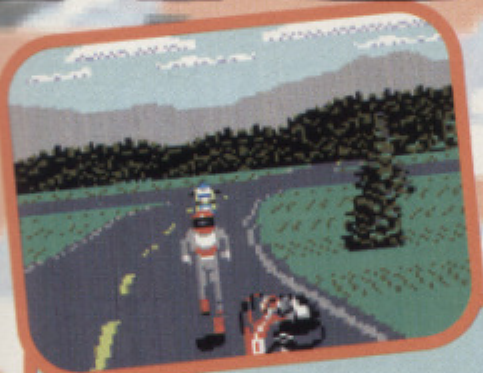
LUCY

Yup, can't argue with this one — almost certainly the best Master System racer ever — smart graphics combine with fast and ultra-smooth action and — gob-smacking though it may seem — even the sound is good! There are plenty of options with a plethora of interesting courses to negotiate. The only drawback as far as I can see — and in my mind, it's a big one — is that it's only two-player alternately not simultaneously. I know it's a big dilemma — great gameplay with one or only okay with two? The thing is, racing games are made for two players and although the computer provides a reasonable amount of challenge for a while it won't last forever. Despite this though it's still a cracking game and worth a look.

RASH

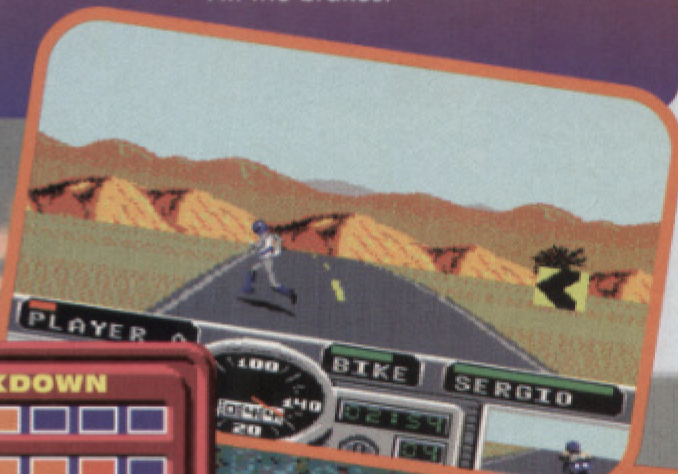
CAUTION! PIG IN ROAD!

GP riders merely have to contend with chicanes and other riders. Sadly, racing out on the open road means there are plenty more hazards around waiting to trip you. For starters, the traffic doesn't just go one way — the roads are full of cars going both ways, meaning you have to be extra careful when overtaking lest you prang yourself. Also, there are natural hazards, so watch out when you pass a herd of cows, as one of their number is quite likely to be taking a nap in the middle of the road just over the next hill. Aieee! Hit the brakes!





▲ *Struggle to pass speed demons in white Skodas.*





LONG TERM REPORT	
HOUR	■■■■□
DAY	■■■■□
WEEK	■■■□□
MONTH	■■□□□
YEAR	■□□□□

BREAKDOWN	
STRATEGY	■■□□□
CHALLENGE	■■■■□
ACTION	■■■■■
REFLEXES	■■■■□
ORIGINALITY	■■■■□

PRESENTATION 87

▲Great title screen and plenty of options. Intermissions are actually useful.
▼No simultaneous two-player mode.

GRAPHICS 90

▲Large sprites, detailed graphics throughout and amazing scrolling.
▼Animation can be a bit stiff.

SOUND 81

▲A good tune accompanies the action - not at all cacophonous!
▼The effects are a bit on the limited side.

PLAYABILITY 91

▲Fast, easy to control and loads of fun to play.
▼Sometimes feels a bit slippery.

LASTABILITY 85

▲Loads of courses and it gets very hard further on.
▼Good players should complete it in a week or so, though.

OVERALL 88

A great piece of programming and a smart game. Well worth the sponds.

1 PLAYERS

PRICE :£24.99

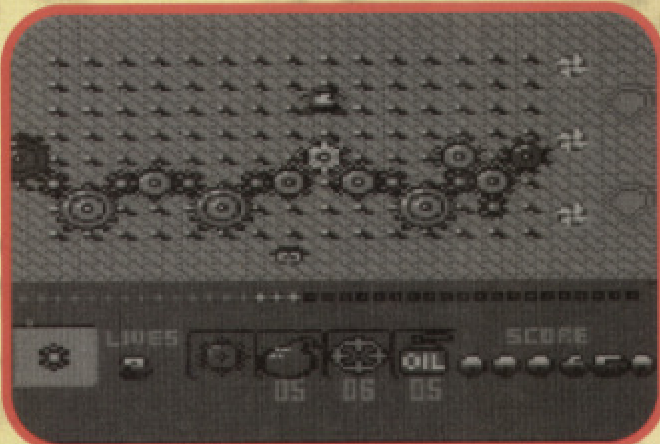
BY SONY

RELEASE TBA

GEAR WORKS

Let's just take time out for a minute and imagine that you're a world famous clockmaker who, fed up with the usual putting batteries in Casio digitals and putting new mainsprings in cuckoo clocks, seeks a new challenge. You're really going for gusto, though, because you've decided to travel to the twelve wonders of the world and turn them into giant clocks. We-e-e-ell, it's something to do, isn't it?

Anyway, the problem comes when you have to fit the mechanism inside all the different bits of the buildings. On one side of the screen is a motor driving a cog, and you have to transmit the power to another cog on the other side of the screen by pulling cogs out of your clockmaker's bag and fitting them together in a gear chain. The trouble is, the gears are different sizes and some don't mesh with others, and you have to finish a whole level's worth of gear chains before the motor overheats and there are these little monsters throwing spanners in the works and... aww, why didn't you just stick to fixing the cuckoo clocks?



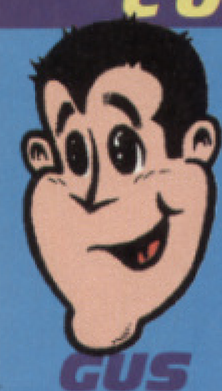
'Gonna get ma self connected'



ROUND THE WORLD AND I-I-I...

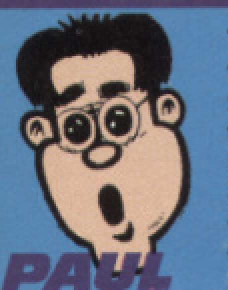
There are 12 levels, set on 'floors' of the world's great monuments. As you progress, the layouts get harder and you have to power more than one gear to complete the level.

COMMENT



Gear Works is a novel angle for a puzzle game, and works quite well. At first, the object appears quite confused, in spite of the instructions, but completing your first puzzle is very satisfying. The main attractions are the masses of levels and the relentless difficulty from the Tower of Pisa onward. The only problems are the bland graphics and the basic nature of the gameplay, which really needs some variety in a game this size. But for whittling away the hours on a Game Gear, there's nothing better ('cept Popils!).

COMMENT



This is a pretty good idea for a variation on the puzzle game theme, and it works quite well, though not as well as I had expected. Once I'd got used to the way the game worked I was zipping through the levels, hindered only by the fact that sometimes gears don't mesh when it looks like they should. The way the gameplay progresses, so that you end up having to connect more and more cogs on the right of the screen, was good, but I think it would have been better to add more and more mechanical gizmos to fiddle with because after finishing the first building and getting halfway through the second I was growing a little bit bored with the lack of variety. I still admire the idea and it's probably one of the better Game Gear puzzle games, so don't dismiss it entirely.



THE CLOCKMAKER'S BAG

When the going gets tough you may need to dig around in your bag for a solution. As well as containing the cogs and a can of oil for loosening any that stick, there are a few bombs for blowing up those misplaced gears, as well as a shotgun for blowing away the little monsters nibbling away at the mechanism.

PRESENTATION 75
Simplistic but suitable. Password option.

GRAPHICS 70
Not bad, but some details are difficult to see on that weeny screen.

SOUND 74
Suitably jaunty, clockworky tunes.

PLAYABILITY 76
Pretty good once you get the hang of how the game works.

LASTABILITY 70
Stacks of levels, but the variety wears thin after six or seven.

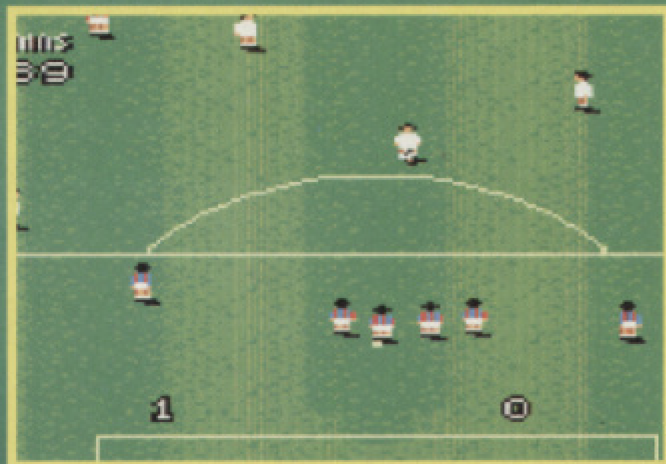
OVERALL 71
No Tetris-beater, but a nice idea for a puzzle game that works reasonably well.

1-2 PLAYERS	PRICE :£24.99
	BY SONY
	RELEASE FEBRUARY

SENSIBLE SOCCER

Football, football, football. What can be said about football that hasn't been already said in a strange voice by Jon Motson? Nothing. Which is why we're just going to tell you about this conversion of the multi-format stormin' soccer hit produced by Saffron Walden's most beautiful gamesmiths, Sensible Software.

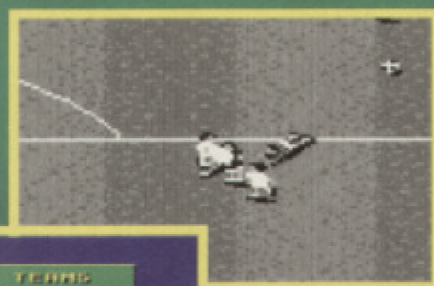
Basically, it's football — 11 players per side, all the usual rules, score goals to win, etc, etc. Sensible Soccer also features such essential fripperies as tournaments, 64 teams to play as and against and bits like changing kit colours and that.



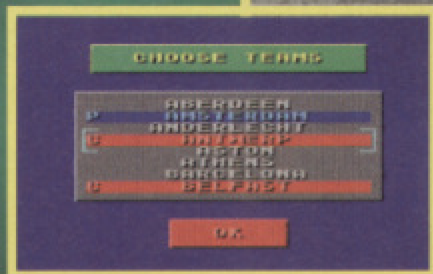
▼ Player number two does a pixel plopsy.



▲ Take your partners by the hand, buy 'em, fry 'em sling 'em in a pan.

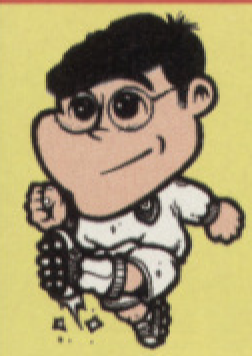


▲ Players enjoy a picnic lunch at half-time.



▲ Gripping menu options above.

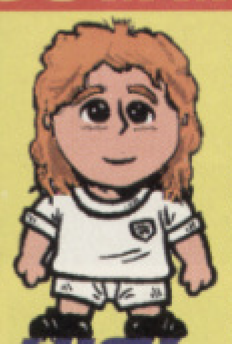
COMMENT



PAUL

The first thing that strikes you about this game is the speed of it. If the screen was black and white you could mistake this for 1935 Newsreel Soccer, the way the little guys zip around the pitch. I thought this might spell doom for Sensible Soccer, but the speed and the tiny players don't actually cause any gameplay problems at all, and in fact the game is all the better for them. The ball is of the stick-to-the-feet variety so there's no Kick Off-style troubles with dribbling and passing and the flow of play is fast and smooth. The range of options is more than sufficient and overall this is one cool footy game. If you don't already own Kick Off, I'd recommend you buy it.

COMMENT



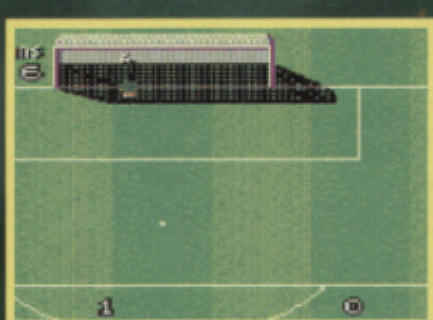
LUCY

Fast, furious football at it's best — Sony have taken all the element which makes footy great and slapped it on this cart. I actually much prefer this one to the Megadrive version because on the Game Gear the tiny sprites don't matter, it's just action, action, action all the way. The controls are superb, responding to your every touch. If you like soccer get this and if you don't like soccer get it anyway cos it's fab.

HEALTHY OPTIONS

Man, the range of options in this game is vast! As well as the six tournaments (Sensible Cup and League, Euro Super League, Cup Winners' Cup, EUFA Cup and European Cup) you can choose the match length, type of pitch (Normal, Dry, Hard, Icy, Muddy, Wet, Soft), team class (Club or International), difficulty (Pro or Under-18) and team colours and formations. There are eight different formations, and the team display shows where your squad's star players are stationed.



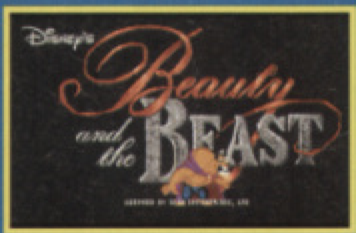


▲ Nothing like an open goal!



▲ Mel Gibson is The man with no face (and a very blocky body)

PRESENTATION	**90**
The usual range of extensive football options. Controls are good.	
GRAPHICS	**70**
Minuscule player sprites which work surprisingly well.	
SOUND	**71**
Jaunty tunes accompany the menus, yelling crowds accompany the action.	
PLAYABILITY	**90**
Appears crazily fast at first, but once you get the hang of the speed it's ace.	
LASTABILITY	**92**
Lots of differently-skilled teams to challenge and six tournaments to win.	
OVERALL	**90**
A great soccer game, which is faster and a bit more playable than Kick Off.	



1 PLAYERS

PRICE	TBA
BY	SUNSOFT
RELEASE	IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: 1
SKILL LEVELS: 1
RESPONSIVENESS:POOR
GAME DIFFICULTY:
VERY HARD

1ST DAY SCORE

15,000

ORIGIN

This is one of the two games based around last year's Disney film of the same name. This time, the beast is centre stage

HOW TO CONTROL

The D-pad moves Beast left and right across the levels and

- **A** PUNCH/ BITE
- **B** JUMP
- **C** ROAR
- **S** PAUSE

HOW TO PLAY

Traverse the levels beat 'em up fashion, dealing with forest denizens and unruly peasants.

Disney's Beauty and the Beast
Roar of the Beast

"Hello, Loire Valley estate agents? One is phoning about a chateau one's husband and I saw in your area. One was wondering if it was for sale, because it looked quite deserted. Is it on your list?".

"Well actually, ma'am, that be the home of the old Beast that no one never visits, like. You see, there were this old woman who were actually a sorceress, right. And she goes knocking on that castle, sorry chateau, door. And the door were answered by a handsome, arrogant young man, which was the Beast like, before he got changed. And even though it were the mid of winter, that man wouldn't give the old crone food nor a little money, like. So she pulled off her cape, like and quoth "Lo, I am not a crone, like, but a powerful sorcer..sorcer...witch, and you've 'ad it matey". And then she, um, turned him into a Beast. And he'll stay that way until he finds love. Well, that's what I've been led to understand, ma'am".

"Oh, how interesting. Well do you have any unsold bungalows?".





COMMENT



GUS

Roar of the Beast is marginally better than Belle's Quest, but it's still nowhere near being a good game. The game structure is so simple, you'd have to be a lobotomised sea-snail to get excited by it. There isn't even any spontaneity, as you soon realise that the baddies all appear at the exact same point every time. However, Beast is still an exasperating game to play, due to appalling collision detection and control that responds badly at all the wrong times. There's isn't any incentive to continue, as the nice background graphics are spoiled by minimal animation and hideous music. For a beast game this is a real dog's dinner.

THANKS DUE TO:

The beautiful Martin at The Video Games Centre, Bournemouth provided us with Beauty and the Beast. Call him with all console enquiries on 0202 527 314.

SANTA CLAWS

The Beast may look as appealing as Tarby with a hangover, but supernature has endowed him with some useful defences. There are three basic offensive moves to the game. Each is effective with different foes. Beast moves between a two-legged or four-legged posture by pressing up or down.



SWIPE

The familiar scrape of uncut fingernails. The swipe is the main blow when standing. By holding the button, Beast pulls his hand back for a super hit.

A LOAD OF BULL

The bosses require different tactics. The first is a walking bear rug, with a deceptive fixed grin. The second is a large bullock, who threatens to knock over Beast's precious 'Rose in a jar' crimble gift from Ratners.







DOUBLE THE FUN!

Eagle-eyed readers may notice there are two Beauty and the Beast games. Well, in an attempt to appeal to a broad range of players, the two titles have different gamestyles, ie potter round the landscape in the girly Belle's Quest; beat the living daylights out of everything in the manly Roar of the Beast. But the engine behind both games is very similar. Some sections of the games even 'borrow' the other's backdrops! Read our comments to see what we think, but Yob would like to hear your opinion on whether you agree with this sort of idea.

TONSIL TICKLING

Beast has a special roar power. With his blood-curdling cry (better than anything Johnny Morris did on Animal Magic) he freezes foes in their tracks for a few vital seconds. However, a curious throat condition only allows him to do this three times per life.



THE PEASANTS ARE REVOLTING

Aren't they just. Later in the game you get to put the fear of God into the angry villagers, and their nasty ringleader Gaston.



LONG TERM REPORT					
HOUR	■	■	■	□	□
DAY	■	■	■	□	□
WEEK	■	■	□	□	□
MONTH	□	□	□	□	□
YEAR	□	□	□	□	□

BREAKDOWN					
STRATEGY	□	□	□	□	□
CHALLENGE	■	■	■	■	■
ACTION	■	■	□	□	□
REFLEXES	■	■	■	■	□
ORIGINALITY	□	□	□	□	□



BITE
Beast's party trick is his lion bar impersonation. This move is performed while he's running on all fours



FLIGHT
A combination jump and swipe produces a flying nails out attack on anything running along the ground.

COMMENT



LUCY

So this is the "boys" version of this game is it? You can read my comments on Belle's Quest for my opinion on that matter but the bottom line is, this version is cruddy as well. Basic, utterly boring and yet totally frustrating gameplay combine with a well-drawn but wooden main sprite and loads of predictable enemies. The only emotion this game is likely to inspire is a desire to fling your Megadrive across the room — don't touch this with a bargepole.

PRESENTATION — 68

▲Okay story bits, as if you cared.
▼no options. Blurg!

GRAPHICS — 77

▲The backdrops range from okay to very pretty, with subtle shading. Beast looks good.
▼The enemies are rubbish and the animation is poor. Nothing riveting to look at.

SOUND — 56

▼Eeek! I'd rather hear Angela Lansbury sing the theme tune than listen to this screeching nonsense.

PLAYABILITY — 51

▲A modicum of interest as you grapple your way through the tough first level.
▼A choice of three moves does not a subtle combat game make.

LASTABILITY — 47

▲Very hard to complete (I should expect).
▼Why bother? The only people who will finish this wear anoraks and collect train numbers.

OVERALL — 50

Altogether kids! "Tale as old as time...gameplay older still...What a cheesy feast...smells of panty yeast...Beauty and the Beast".



1 PLAYERS

PRICE TBA

BY SUNSOFT

RELEASE IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 1
RESPONSIVENESS:LIMP
GAME DIFFICULTY: EASY

1ST DAY SCORE

Dance with the Beast!

ORIGIN

Beauty and the Beast is an old fairy tale, made into a Disney animated movie, of which this is one of two licensed games.

HOW TO CONTROL

A BUTTON: DUCK
B JUMP
C SPECIAL
S PAUSE

HOW TO PLAY

Guide Belle through the plot, indulging in some sub-games along the way to gaining the Beast's affection.







Once upon a time there was a girl called Belle. Cos this was France, see, and Belle means beautiful, and she was quite fit after all. Anyway, Belle lived outside a small village with her dad, who everyone thought was a loony, because he made crap inventions, and they thought Belle was a bit barmy because she preferred reading to doing the dishes and other 'womanly' things. So let's just say they didn't do a lot of socialising down the village.

Anyway, barmy Belle's dad got caught in a storm and ended up in a hideous Beast's dungeon. So Belle had to offer to be the Beast's companion to let him off the hook. Anyway, she's going out of her box putting up with him and a talking candlestick and teapot; the villagers are turning up with the intention of making Beast steaks; and you'll just have to play the game to see if everything turns out happy ever after.



BELLE BOTTOM

Belle begins her quest outside the village. It seems there's a bit of a problem with the town's water supply, and it's up to you to figure a solution. You can't visit any of the buildings except Belle's fave, the Book Store, but you can talk to everyone. If you want to avoid Gaston and his henchman, hide in a doorway.



TA!

Ta muchly to the most excellent Martin at the Video Games Centre for coming up with the goods as ever. Give him a buzz on 0202 527 314.

COMMENT



GUS

Erk, I didn't think Sega's Aladdin was that good, but look at what might have happened. Belle's Quest is the most ill-conceived piece of tosh on the Megadrive for a long time. It wouldn't be so bad if they hadn't mucked up a Disney license that offered success on a plate. In a pathetic attempt to cater for female players (pink box, non-violent gameplay) they've produced a neutered and bland romp through the most inane sub games imaginable. This would be slightly redeemed if the presentation was spotless. Instead, the animation, graphics and sound particularly are second rate. Don't even consider it.







OLD CLAPPER



Outside the town, the main danger comes from those well-known hazards of old France, quick sand on the farm tracks and dive-bombing sparrows. Luckily, Belle has a sprightly jump, and ducks to order.

BELLE'S BACK PASSAGES

Having been forbidden to peek in the West Wing, what does our plucky paramour do? Heads straight there. However, she didn't reckon on rats as big as Jack Russells and bat attacks. Sadly there's no control option to take her back to her room and mind her own beeswax.



CUTTING A RUG

Having fallen in lurve, Belle and Beast go for a waltz. They brighten up the sombre proceedings by playing a game of 'catch the petal' whilst spinning in the ballroom. A new event for Come Dancing?



COMMENT



LUCY

What a load of old cobblers — I wouldn't touch this with yours! How anyone can mess up a perfectly excellent licence in such a spectacular fashion I'll never know. The only nice thing I can think to say about it is that Belle is well drawn but she moves so stiffly that you'd swear she'd got an ironing board stuffed up her jacksi which pretty much spoils the effect. What makes my blood boil is that this game is supposed to be a 'girl's' version — how utterly sexist! I'm a fully fledged female and proud of it and I find it extremely offensive that girls should be patronised in this way — it's like something out of the Victorian times when women had to be protected and shielded from everything — like life, and decent careers and voting. You can stick your girly pink box and your wishy-washy non-violent adventure nonsense, give me a good beat 'em up any day! Okay, I'm down from my soapbox now and I can only conclude that the animation in this game dire, it sounds awful, plays badly and is dull to the extreme. Don't even think about it.

PRESENTATION 75

▲Nice story board screens using cartoon stills like those of the film.
▼No options at all. Gumph!

GRAPHICS 72

▲Some of the backdrops are quite smart, and do capture the atmosphere of the film.
▼nimation is abysmal, and the same scenes are used to death.

SOUND 76

▼A horrible crime has been committed to the original score. The Megadrive can handle music with more style than this game might suggest.

PLAYABILITY 35

▼The gameplay is so shallow it hardly qualifies as a game. Extremely basic tasks and maze-like explorations.

LASTABILITY 27

▼You might even complete the game in less time than it takes to watch the film. And the movie is a lot more entertaining.

OVERALL 34

Hell's Belles! This is a beastly abomination which 'Disnae' cut the mustard with its 'Mickey Mouse' programming.



1 PLAYERS

PRICE	TBA
BY	DIGITAL PICTURES
RELEASE	FEBRUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: LEVEL CODE
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: HARD

1ST DAY SCORE

END OF LEVEL 1

ORIGIN

Ground Zero Texas is an original interactive movie, a cross between Lethal Enforcers and Night Trap.

HOW TO CONTROL

- **A** CHANGE CAM
- **B** OPEN/CLOSE SHIELD
- **C** FIRE
- **S** PAUSE

HOW TO PLAY

Aim your sight and shoot anyone who totes a gun at your battlecam. Rid El Cadron of the aliens.

CIA Directive GZT 5/11.

Situation El Cadron critical. Ground field ops report increased alien activity. General HQ has authorised two courses of action — mop-up or Zero Option. Confidential briefing follows:

The El Cadron situation came to light about three weeks ago. Somehow, a contingent of extra terrestrials made a landing there and have been trying to establish a bridgehead by some sort of 'body snatching' process — cellular replication in techspeak. Since it was discovered CIA has kept a lid on it, sealing off the area using a bio-accident quarantine order, and using that to satisfy the media. An operations base has been set up to remove the invaders from the general population. CIA has put a time limit on this action to prevent further infiltration. Failure results in the Zero option: a B-2 with nuclear payload is ready and waiting.



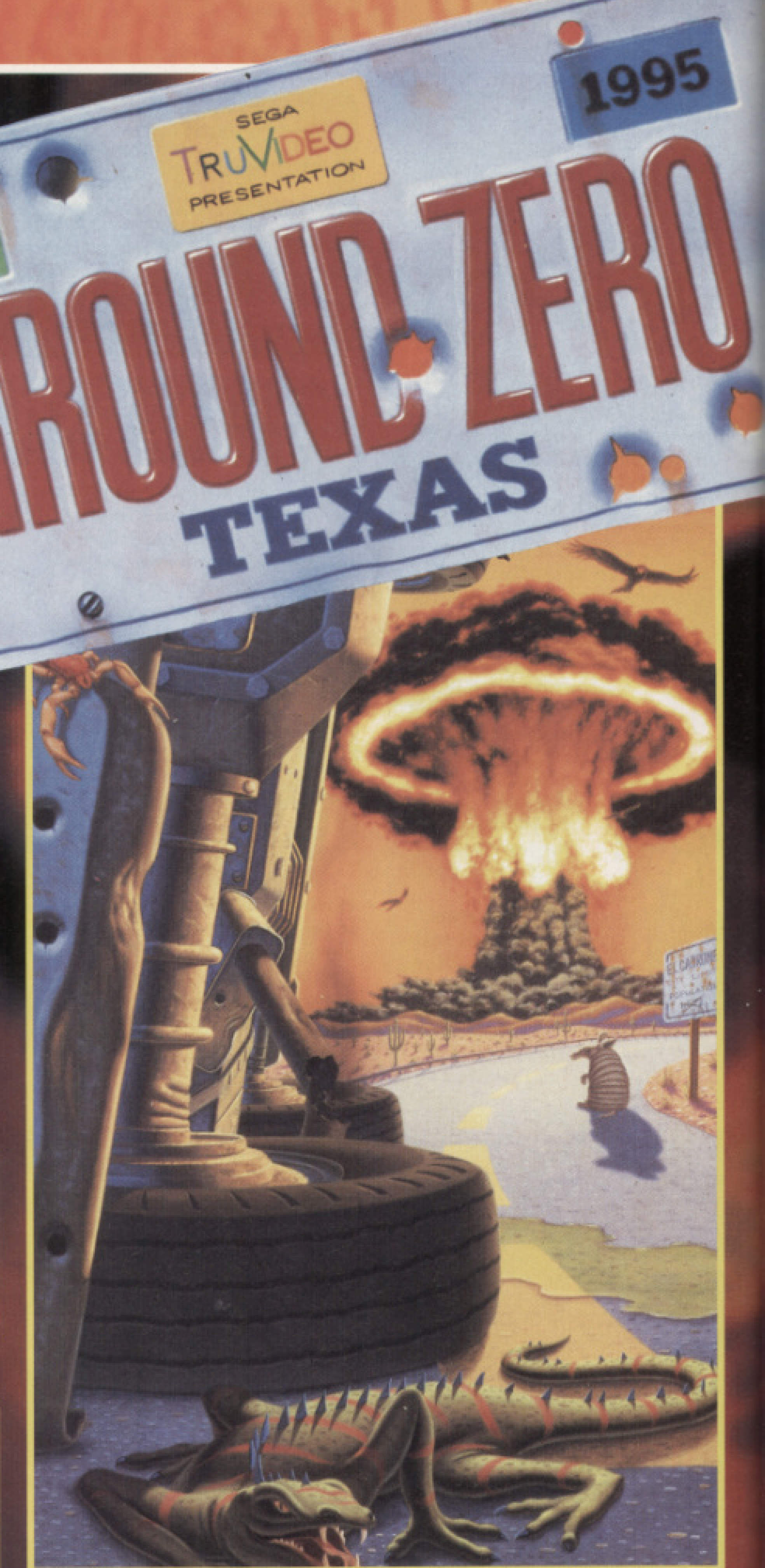
▲ *What are you saying, baldy?*



▲ *Whoops! Those dodgy Cuban heels.*



▲ *Your carriage awaits.*

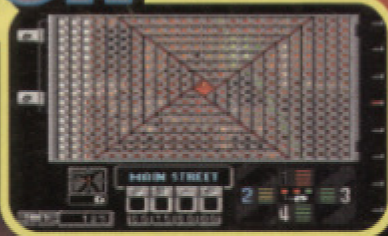


I CAN, YOU CAN, BATTLE CAM

You view El Cadron from four tactical positions set in the town centre. The battlecam is a combination of self-focusing camera and weapon, fitted with an electronic sight. It's a simple process to switch between the cams. The aliens are aware of the system and aim to put the cameras out of action.

BARRIER PROTECTION

The cams are sturdy pieces of equipment and can take up to ten hits each (damage is shown on your display). As the damage mounts, the camera begins to fail, first losing colour, then definition fails, leaving only outline images. Lose a camera and you've lost a location to the enemy. Lose cam four, where you are, and the game is up immediately. Luckily each cam is fitted with a blast shield. Protect your cams by closing these when you're not there.



GUN-HO

The initial cam weapons are not enough to kill the aliens, so you have to keep returning to stun them. The second part of the game involves finding better weapons to blow them back to the planet from which they came.





▲ *I told you that was the wrong turning, back at El Paso.*



▲ *This extra got the job 'cos he was once a Cylon on Battlestar Galactica.*

CONTACT LENSES

Cams one, two and three have operatives tending them. The ops are able to fix broken cams, but their more important function is to search the bodies of stunned aliens for clues. The location of the alien weapons stash is found in this way. Unfortunately, your ops have a habit of getting abducted frequently, so you have to keep an eye out for them.



▲ *De Salvo, your op at Battlecam four.*









COMMENT

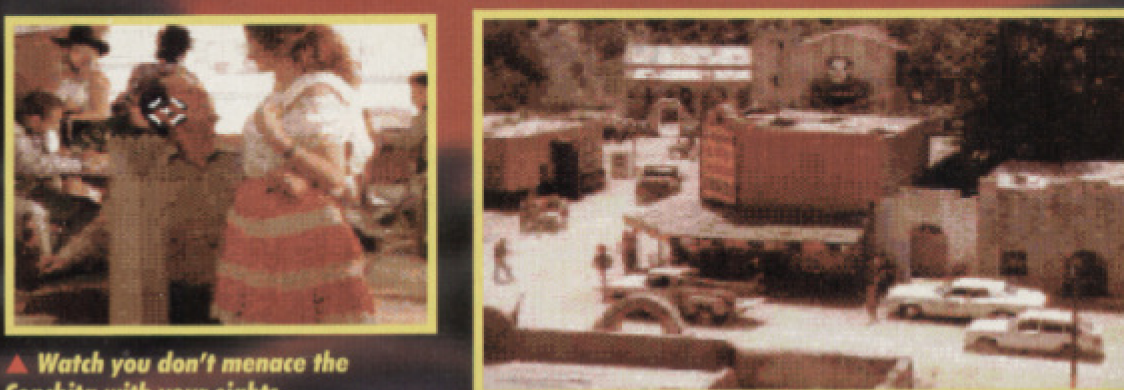


There's nothing wrong with a bit of healthy disagreement, and Ground Zero Texas has caused some in the office. Personally, I had great fun on it, finding it both an improvement on Night Trap, and much more playable than Lethal Enforcers. The game has a strong random element, so unlike 'Enforcers, you cannot just learn a level. The video is good by Mega-CD standards, and the disc access is so rapid it really knocks the so-called wonder machine 3DO and its abysmal Mad Dog McCree into a cocked hat. However, Lucy finds the early film sequences become repetitive and I tend to agree there. All the best bits are further in, and it's going to take perseverance to see all 110 minutes of film (this is a two disc game). But I must contend that Digital Pictures are knocking spots off 'bigger' systems like CD-i with products like this and Double Switch.



▲ *Grimsby Menacer Owners Society throw a 'bring-and-buy' sale.*





▲ *Watch you don't menace the Conchita with your sights.*

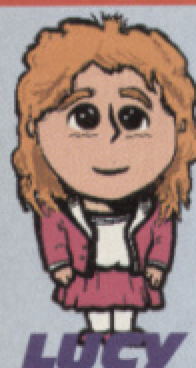






▲ *So you didn't like the beer, did you?*

COMMENT



On hearing that this game was 'going to change the shape of video gaming as we know it' and because I was a big fan of Night Trap, I eagerly awaited the arrival of this game. I concede that it's technically better than Night Trap — better graphics and faster disc access, and more fun than Lethal Enforcers (I never thought that was much cop anyway). But I didn't think it was *significantly* better on any of these counts and after the initial pleasure at the technical improvements and a couple of hours playing, I soon got bored of the repetitiveness, the macho men and the semi-clad females acting dumb with their chests stuck out as far as they would go. I enjoyed the random bits where anybody in a crowd could turn out to be the target but there's far too much 'shooting range' fare for my liking because it becomes dull very quickly. This game is rock 'ard as well which in some ways is good but when you spend days going over and over the same bit and seeing the same stuff all I ended wanting to do was... something else, like watching paint dry or cleaning the toilet. Not bad by any means but the less tolerant among you won't take it for long.

DUCK SHOOT

The shooting in Ground Zero Texas comes in two forms. The most frequent is the gallery-type sequence. Your cross-hair scans a static screen, waiting for aliens to jump out from behind hay bales or pillars. The second type is a live film sequence, where someone suddenly draws a gun. You might think you can learn these sequences easily, but many have been filmed several times, with different culprits playing the alien each time!



▲ *Video sequences are often shot from tricky angles.*





▲ *Now boy, come out nice and easy.*



▶ *Who enters my sewer and invades my slumber?*

LONG TERM REPORT
HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN
STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY

PRESENTATION 87

▲A strong intro sequence, and incredibly swift disc access. Easy to control.
▼No difficulty levels, and the game's plot gets confusing.

GRAPHICS 92

▲The expanded video area, using the Cinepak system makes this some of the best video seen on the Mega-CD.
▼The still shooting gallery scenes look a bit dull.

SOUND 90

▲Spooky soundtrack and all the atmosphere of speech, guns and a busy Texas town.
▼The drum roll during the shooting gallery is annoying.

PLAYABILITY 85

▲Players are thrown in at the deep end with a fair amount to do. The aiming system appears fair and realistic.
▼Sometimes there are boring lulls in the action.

LASTABILITY 83

▲It's a very hard game to make progress with, and it's on two discs that's 1000-Megs!
▼You'll see the same sequences played over and over...

OVERALL 84

Digital Pictures' games are improving constantly, and this is arguably one of the best so far.

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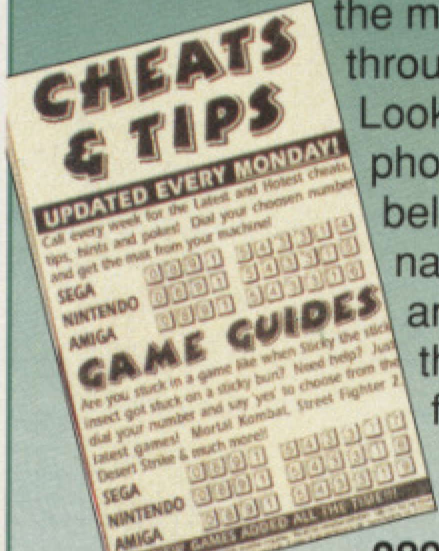
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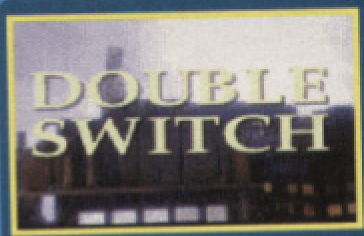
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DOUBLE S[WITCH]



1 PLAYERS

PRICE	TBA
BY	SEGA
RELEASE	MARCH

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORD SAVE
SKILL LEVELS: 1
RESPONSIVENESS: EXCELLENT
GAME DIFFICULTY: HARD

1ST DAY SCORE

REACH ACT 2

ORIGIN

Double Switch is from Digital Pictures, owing a lot to their first game Night Trap. Interactive movie best describes both.

HOW TO CONTROL

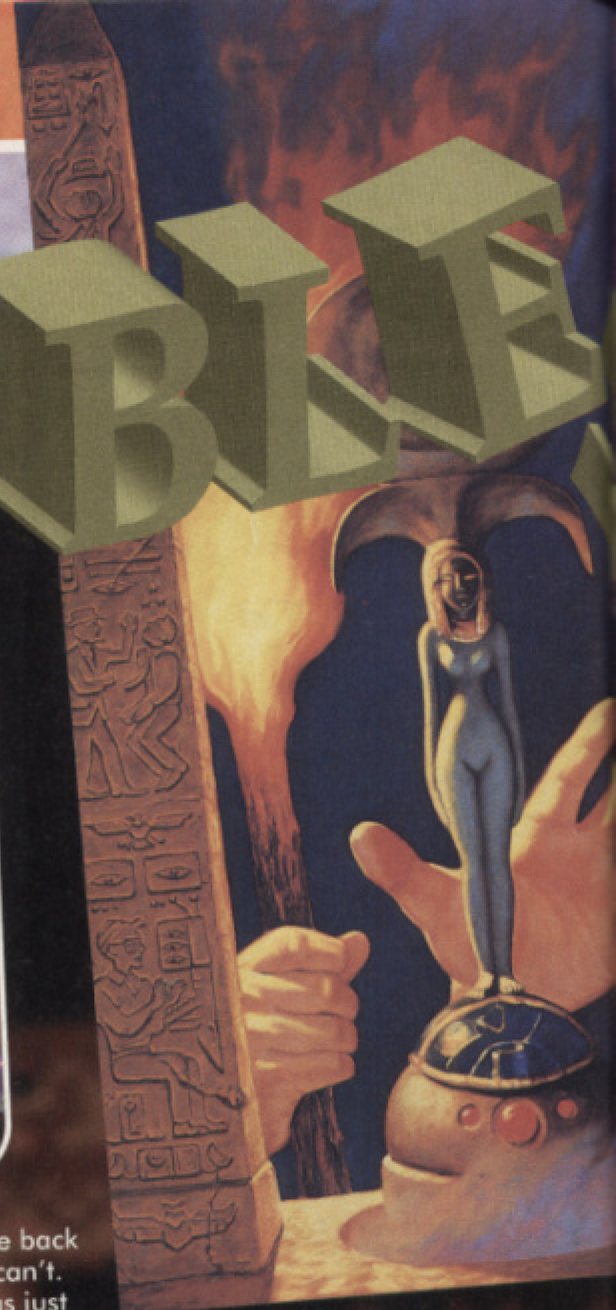
The D-pad moves the cursor around the apartment plan and the trap panel.

- **A** ARM TRAP
- **B** FIRE TRAP
- **C** RELEASE TRAP
- **S** SHOWS ROOM PLAN

HOW TO PLAY

Protect the tenants by catching any intruders in traps.





COMMENT

GUS

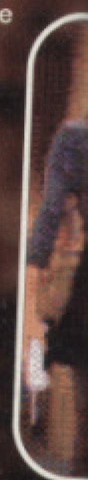
I want to rave all night, about Double Switch! For me, it takes all the fun and ingenuity of Night Trap and adds great dollops of action and playability, with a side salad of improvement on the technical side. Like Night Trap, the gameplay is simple trap operating, but there's a random element created by a choice of traps, and a large selection of villains. In the second act, the plot twists and turns, and new traps are revealed. The building looks fab, and Debbie Harry adds a bit of glam to the proceedings. The disc access is so seamless it's incredible and the video image is a big improvement over Night Trap. But the main improvement is the pace of the game. Things start to get complicated from the very start, and there's lots of ways to 'die'. Basically, if you liked Night Trap's kind of action you'll love this.

I'd really like you to come back up for coffee... but you can't. One of my best friends has just arrived in the city and she hasn't found a place to stay yet, so she's sleeping on my floor. You know, she went to look at this apartment yesterday, but she didn't take it because the whole set up was just so weird.

Everywhere in the building there were security cameras, which kinda spooked her with the way they followed her round the room, and the decor was way out: all 1930s and stuff. She also noticed all kinds of strange coloured tiles on the floor. She asked the concierge what they were for and he mumbled something about a system of traps. Well, she didn't fancy the idea of being snared every time she steps out the bath.

But what really made her want to run a mile were the neighbours! There are these two art collectors who share an apartment, this guy who thinks he's a gangster (pin-stripe suits, spats, the lot) and this Metal band who practice day and night. That's to say nothing of the really creepy handyman. She was sure there must be all sorts going on in that block...





LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY

SWITCH





▲ THE BAND. What won't they do for a break?



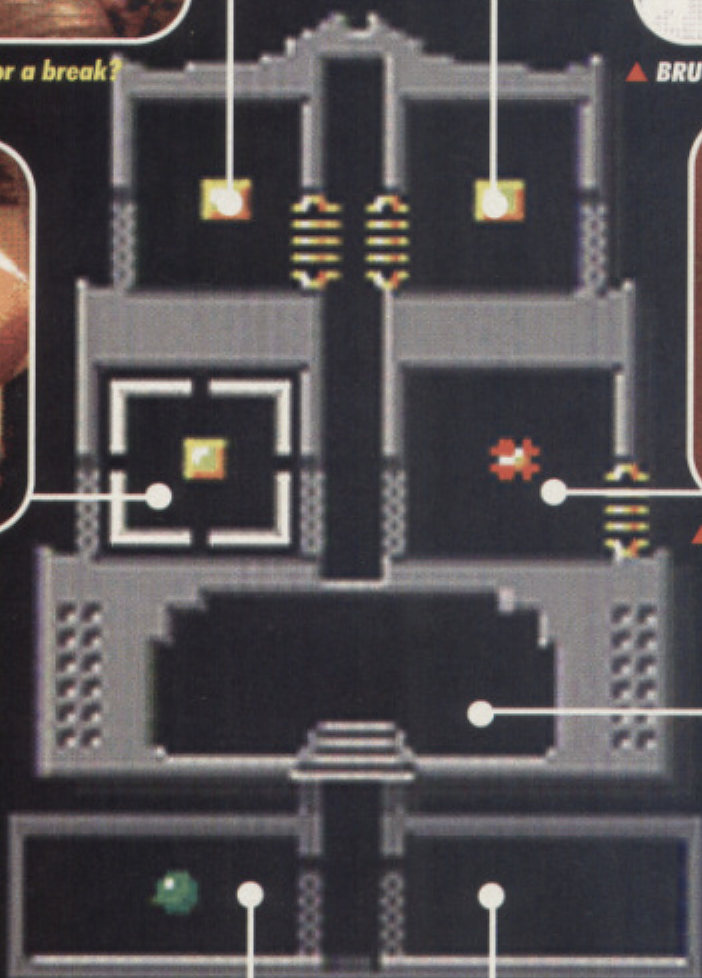
▲ BRUTUS. Just what is his connection with the Mob?



▲ ARTY GIRLS . They're experts in Egyptology.



▲ ALEX. Some see her as journalist, others as a snooper.





▲ In the 2nd Act you have to get a grip on things, literally



▲ ELIZABETH. The glam concierge hides a dark secret.



▲ EDDIE. He hangs out with his computer equipment.



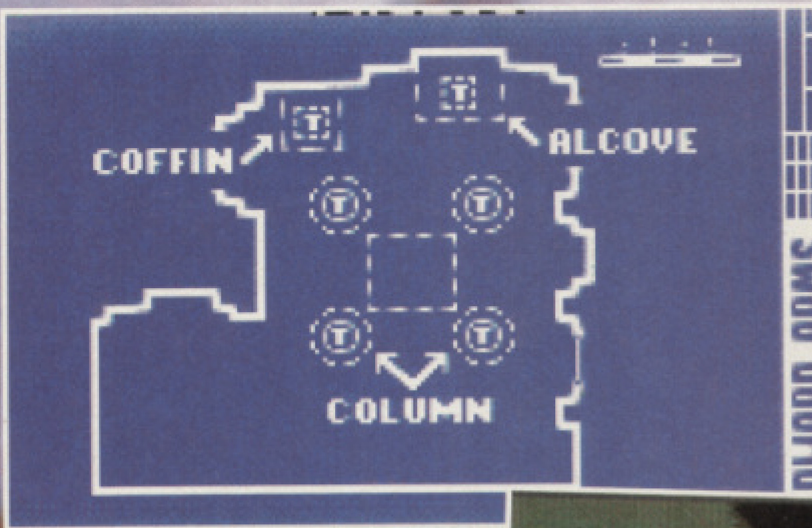
▲ LYLE. His job is handymna. But is he being helpful or not?



COMMENT

RAD

Double Switch is a pretty impressive attempt to really make something of the interactive movie idea, featuring some surprisingly famous people (although the standard of acting still isn't exactly inspiring). Anyone who's played Night Trap knows the sort of machinations involved with Double Switch, although this second game is far more involved and faster moving — thanks in part to the speedy disc access. There's a lot of action in Double Switch, and the random elements add a bit of suspense and also increase the challenge by making every game a bit different. Night Trap fans and non-Night Trap owners should find Double Switch an engaging title, but if you didn't reckon Night Trap was much cop you'll probably not flip over this.



Blueprint for victory: Brutus' trap layout.



KNOCK THREE TIMES

When the game begins, you meet the young concierge who is locked in the basement. He informs you that he thinks the occupants are in danger, but he is unable to reach the security system. Instead, he has patched you in from an external source. Using the system, you can switch to any room and observe the action. If anyone unauthorised enters, you can catch them if you activate a trap when they stand on the corresponding floor tile.



Someone's put their foot right in it!







BEEP, BEEP, YEAH!

The display consists of a schematic of the block, a video window and the trap panel. On the schematic, persons are shown as dots. When someone enters a room, a beep sounds and their entry point flashes. Persons are coloured coded: occupants (green), intruders (yellow) and special agents (red).





TECCY BIT

Double Switch uses Digital Pictures new Cinepak and Instaswitch patents, to improve the video images. Cinepak allows a greater screen area to display Full Motion Video, making the picture much clearer than Night Trap. Instaswitch cuts the disc access so much, that changing rooms and activating traps is nearly instantaneous.



NIGHT ON THE TILES

At the heart of Double Switch is the trap system. Each room has a variety of traps, each with a comical effect. Watch out for the following:



CHANDELIER

The chandelier swoops down, knocking the unfortunate burglar into a waiting trapdoor.



TEETER TOTTER

Some intruders caper around on this trap for ages before sliding in.



COLUMN

When the cheeky so-and-so tap dances on this trap, give him something to think about.



FILING CABINET

File your intruders under 'missing' by lobbing them into the drawer.







▲ *Startled denizens dump their pants when the traps go off.*

MURDER, HE WROTE

As well as a reaction game, Double Switch is a bit of a murder mystery. After the concierge is released, the game moves into its second phase. Here you must keep up with the story by eavesdropping on the tenants' conversations, to discover the killer in their midst!

PRESENTATION

92

▲ Brilliant styling to the whole production, very clear layout, blistering disc access and FMV of excellent quality.

GRAPHICS

91

▲ The traps are imaginative, and the actors really make a meal of everything. The size of the video window is quite big.

SOUND

91

▲ The soundtrack is much like the Batman TV series of '60s, and for a change, the accents aren't awful.

PLAYABILITY

90

▲ Extremely intense action at points, with a flurry of intrusions requiring lightning reactions and planning.

▼ The game is simple in nature.

LASTABILITY

85

▲ Double Switch is fun to play, even if you do know what's coming up. A real party game.

▼ 'Mapping' the game is an easy way to shortening its life.

OVERALL

89

The fastest, best-looking and most playable of the FMV trapping games so far. A birrova laugh, frankly.



1 PLAYER

PRICE	TBA
BY	READYSOFT
RELEASE	MARCH

OPTIONS

CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: 1
RESPONSIVENESS: VERY FRUSTRATING
GAME DIFFICULTY: EASY

1ST DAY SCORE

COMPLETE FIVE ROOMS

ORIGIN

Dragon's Lair is a direct conversion of the 1983 Laserdisc coin-op.

HOW TO CONTROL

The D-pad is the main control interface. Make single movements as choices of Dirk's next course of action.

- **A** NO FUNCTION
- **B** DIRK'S SWORD
- **C** NO FUNCTION
- **S** PAUSE

HOW TO PLAY

Make your way through the 20 animated chambers of Singe's castle, working out the safe sequence for each one.

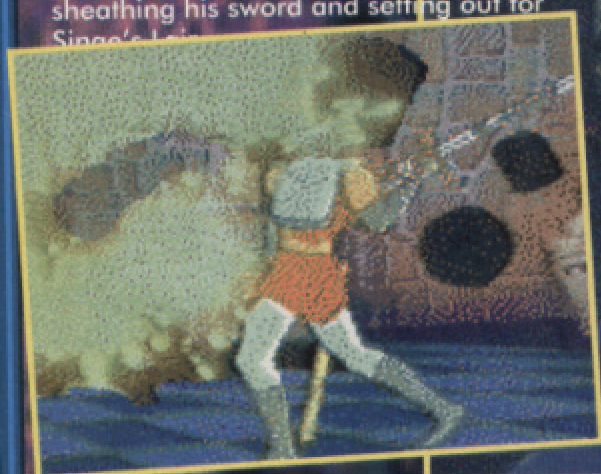
DRA LA

Whilst the rest of the knights roistered in the great hall below, one sat glumly in his chamber. Dirk had always been a laughing stock in the noble fraternity. While they rescued damsels in distress, he filled his day helping old dears across the coach tracks. Occasions like the Great Feast were just excuses to ridicule unfortunate Dirk.

But soothly, it looked as if his fortunes might be changing. A herald had arrived with awful news — the monstrous dragon Singe had captured the Princess Daphne in his tower. All the other knights suddenly came up with a host of excuses not to go: "I've got a note from my Mum", "Sorry, already got two weeks booked in Majorca", etc. Without pausing for thought, Dirk was sheathing his sword and setting out for Singe's Lair.











SEIZE THE MOMENT

The gameplay in Dragon's Lair centres on timing and anticipation. In effect, you are watching a pre-recorded cartoon movie. Your interaction is only required at specific points, when Dirk is in danger. Interaction consists of a series of single joystick movements, or pressing the button to swing Dirk's sword.





GON'S
AIR











FLASH OF INSPIRATION

Flashing and flickering takes on a special significance in Singe's castle. Doorways and objects which flash are usually clues for moving in that direction, but sometimes they are traps to be ignored. As a general rule, golden flashes denote safety, while blue flashes mean danger

COMMENT



GUS

Well, it's finally here. People have been predicting a perfect conversion of Dragon's Lair for years, and when it finally happens you can only think, 'why bother?'. The gameplay is ancient; indeed it was unsatisfactory at the time. There is very little interaction, and playing it is just a matter of trial and error. For all that, Dragon's Lair is a great game to watch other people play, and strangely compulsive in itself. The graphics are fabulous animations, almost of Disney quality. For a short while, the compulsion to combat the awful joypad response is high, just to see the next imaginative sequence. But for 40 odd quid, there's very little game here. What we have here is a collector's item, perfect for someone who always wanted to own this quirky but endearing product of the early Eighties. For anyone else, I wouldn't advise breaking the piggy bank.

NOW AND THEN

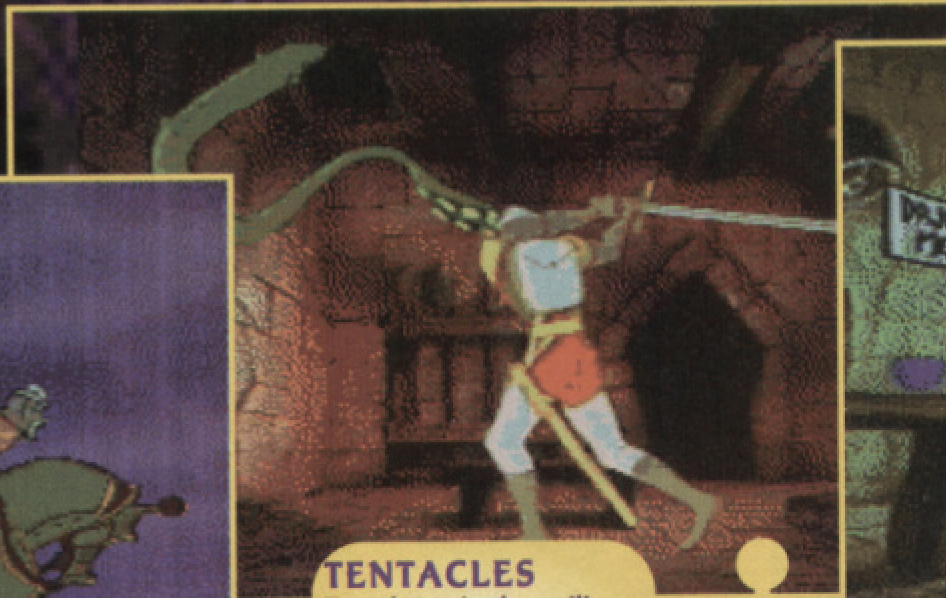
The history behind Dragon's Lair is of general interest. The original coin-op was the first ever interactive cartoon, using a simple 8-bit processor linked to a 12 inch laser disc player. The animation was the work of ex-Disney programmer, Don Bluth. All previous conversions have only been based on the original's ideas. Now Readysoft have created a near perfect conversion on a 3 inch CD. The animations are full screen, and use a greater range of colour than any other FMV game (averaging 64 colours on-screen). Disc access has also been improved over the original, to within a second.

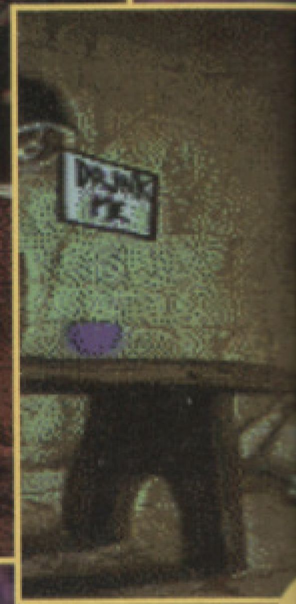


UPSTAIRS, DOWNSTAIRS

The chambers are played sequentially, with restart points every three or four rooms. Some are complex, others are simple:







▼ *Dirk esche*

TENTACLES
Trapdoors in the ceiling fall to release hideous green feelers, whichDirk must nimbly avoid them.

FLYING HORSE
This bucking bronco ride is one of the most challenging and fun sections of the game

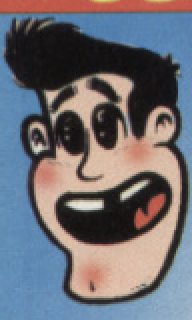


SLIME CAULDRON
Dirk valiantly battles the slime monster, and a smoke creature from the cauldron.



THRONE ROOM
Deadly electrical charges surge across the floor of this oval chamber.

COMMENT

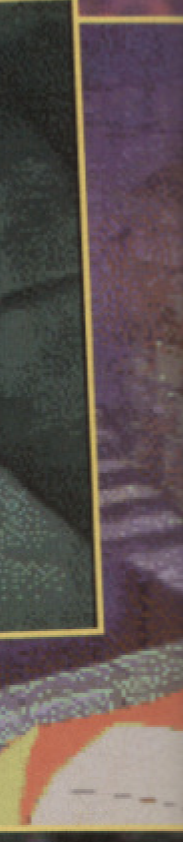


STEVE

When you consider that the Dragon's Lair coin-op's lasting appeal could be measured in mere minutes, this conversion seems rather pointless. Granted it is as perfect a conversion as you could have wanted – but that's not really the point. All Dragon's Lair does is succeed in using more colours than any other FMV game. A major achievement in terms of technical advancement maybe, but what about the playability? Well, quite simply there isn't any. By rights moving Dirk at the right time should be a simple matter of trial and error, but the game requires such precise timing that you can spend ages trying to complete a stage, only to fail next time you use the same method. Such illogical gameplay hardly inspired me to rescue Daphne and, if it's this much bother to get her back, Singe is welcome to her.



▲ *On tonight's menu we have Giddy Goon, served with gravy.*



ight refreshment for a quick exit.



DRINK ME!
Dirk sees a interesting potion, and has the option to drink or run.





LONG TERM REPORT
HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN
STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY

DIRK END

A selection of dramatic demises, which players are more than likely to witness again and yet again...

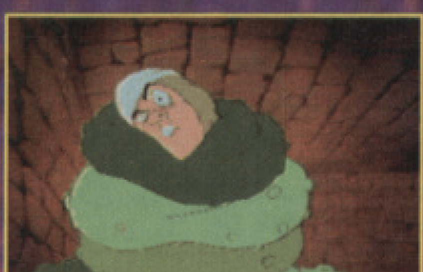


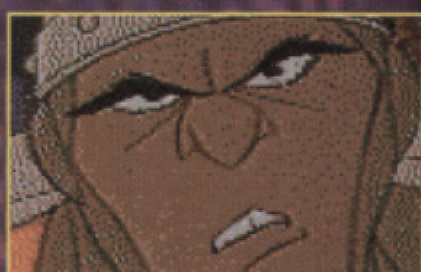




















PRESENTATION 89

▲The brilliant intro of the arcade game is here, and the disc access massively improves on the coin-op's.
▼Several presentation screens are missing.

GRAPHICS 96

▲Phenomenal, and really quite incredible, even for the Mega-CD. The animation is very smooth and beautifully coloured as well as being atmospheric and exciting to watch

SOUND 93

▲Lots of brilliant sound FX, where Dirk hums and haws, shrieks, yelps and grunts. Music comes in short sharp bursts

PLAYABILITY 65

▼ Err, not much. Playing it is just a matter of learning the moves for each chamber. Very little interaction beyond some tricky timing.

LASTABILITY 67

▲You will want to complete the game, because it looks so good, and it's not a total walkover.
▼ There are only twenty levels, which play the same every time.

OVERALL 67

It's an excellent version of Dragon's Lair, and quite a showcase for the Mega-CD, but one player isn't going to get enough use to warrant the price tag.



1 PLAYERS

PRICE	TBA
BY	VIC TOKAI
RELEASE	IMPORT

OPTIONS

CONTROL: JOY PAD
CONTINUES: VARIES
SKILL LEVELS: 1
RESPONSIVENESS:GOOD
GAME DIFFICULTY: EASY

1ST DAY SCORE

ORIGIN

Vic Tokai created the character of Socket, but the game style owes a lot to Sonic the Hedgehog.

HOW TO CONTROL

The D-pad controls left and right movement, plus a ducking function.

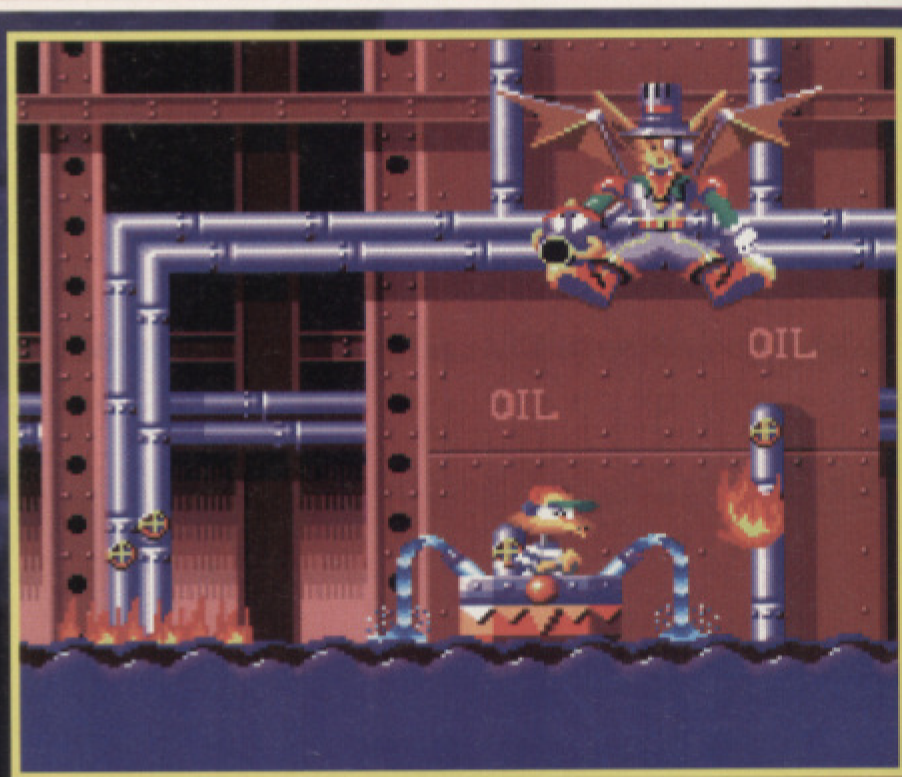
- **A** JUMP
- **B** SHOOT
- **C** JUMP
- **S** PAUSE

HOW TO PLAY

Reach the end gate of each level, then defeat Time Dominator.

You know these Prudential ads that everyone is heartily sick of: "I wanna be a slug", "I wanna be in conglomerates", "I want to be out late!". Well, this here game Socket could easily be cast in the next instalment — sitting in front of a Megadrive thinking, "I want to be Sonic", because this game wants to smell of hedgehog sooo badly.

It has a time travelling plot, the sort of inter-dimensional mix-up that Stephen Hawking has made popular. In the year 2092, a psycho called the Time Dominator is busily feathering his nest by drawing luxuries and power from past eras. This of course causes disturbance in the time continuum. So what does the universe come up with to thwart him? A electro-charged duck in trainers with a plug coming out of its bum. It's going to be one of those aeons...



▲ *Socket displays his outrageous two-way party trick.*

SOCKET

N-R-G

The nature of Socket's electric power is a mystery, but it's a vital ability nonetheless. Socket's sparks will destroy most enemies easily, and are a match for the manifestations of the Time Dominator. However, they only have a short range. Conversely, Socket needs constant recharging as his energy slowly drains (shown by the power gauge). Rotating sparks are collected to serve this purpose.





IN THE ROUND

The game of Socket is split into seven zones, each with three different rounds. The rounds are given names to reflect the type of gameplay. The first round is always a High Speed Zone. Here the layout is simple, with lots of accelerating devices, and long sections to reach top speed. The second round is the 'Athletic' round, which involves long jumps, lots of enemy-dodging and hilly sections. The final zone is always the labyrinth area, which is a denser sort of platform arrangement, which normally takes some exploring to work out.

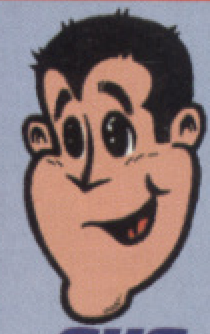


▲ *Erk! Steep hills ahead.*





COMMENT



GUS

Even if you like Socket's gameplay, you can't really pretend it's original. This is so clearly a Sonic rip-off in both style and execution, though not matching Sega's own in either category. After a fashion though, I found myself enjoying the early levels, as the game is slick and fast and Socket himself is very responsive. Unfortunately it's all a bit slack. The levels are too easy and too many continues fall into your lap. Time Dominator also offers slight resistance. Otherwise the game looks quite presentable, but you'd be bonkers to buy this in preference to Sonic 3.

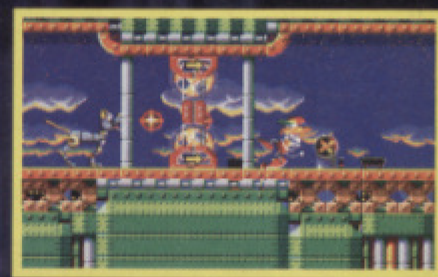
BIG TIME DOMINATION

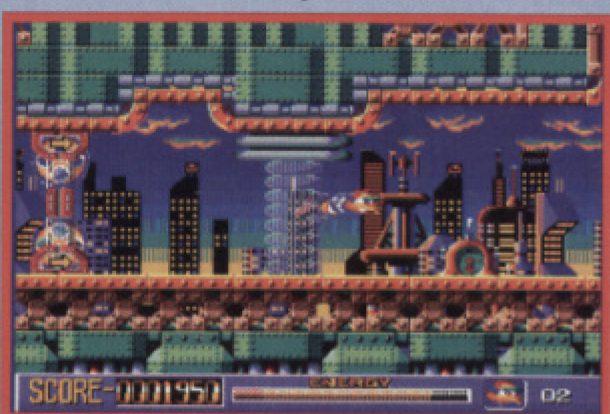
The Time dominator is an old-style platform game boss, who arrives in various contraptions on the third zone of each level. Socket's electric power is enough to dispatch him, and release the time machine leading to the next zone.



▲ *The Athletic round tests your control skills.*



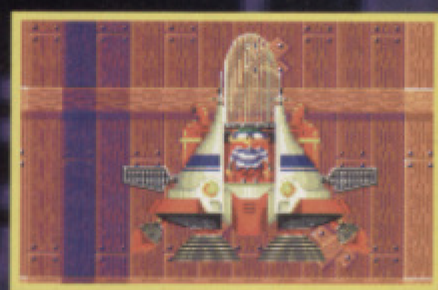




▲ *The High Speed round is for getting good times.*

BEYOND THE DOOR

Socket has not one, but several special zones, reached by walking through doors set into the scenery. Each of these confronts Socket with a different task. Complete it and Socket will be placed at a convenient point of the landscape. In one zone you must release a row of beads that act as a moving platform to take you to the exit at the top.







▲ *The labyrinth round requires some exploration.*







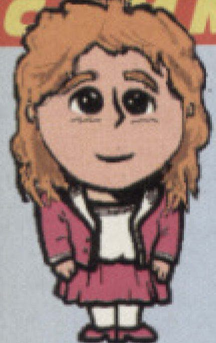


▲ *An interesting pic of a bored Socket.*



▲ *Socket hails a passing missile with its light on.*

COMMENT



LUCY

I couldn't agree with my learned friend more, I really quite enjoyed playing this game — it's easy to get into, it's fast and very responsive and there are some really neat bits in it like the mine section and the various bonus levels. But there's no getting away from the fact that it's a total Sonic rip off which quite frankly doesn't make the grade in any respect. I much preferred it to Bubsy — this game actually makes you want to carry on. But it's far, far too easy so you'll zip through it in no time at all and it's the same old story — once you've finished, there's no incentive to go back. Not bad, but not worth 40 quid.



HISTORY OF THE WORLD PT.1

Here's a glimpse at the cavalcade of backdrops 'n' hazards of Socket's quest:

EMERALD FOREST



The green, green grass of home, and lots of bizarre hazards. Use balloons suspended platforms and watch for projecting thorns. On the labyrinth zone examine the green cheesy walls for passages.

TREASURE CASTLE



Here the wind doth blow! There's also a major spiky ball problem, and the hazard presented by large wooden stakes with a habit of falling.

OLEIN MINE



Excellent gloomy decor here, and a serious of madcap mine cart rides for Socket. Spinning buzzsaws may cut you to the quick.

STONE AGE



An assemblage of prehistoric life-forms (to match the gameplay) toddle about the volcanic levels, and those caveman-built bridges are so unreliable.



▲ *After hitting a restart, Socket heads onward.*



▲ *The speed meter gauges your success for the level.*

LONG TERM REPORT	
HOUR	■■■■■
DAY	■■■□□
WEEK	■■□□□
MONTH	□□□□□
YEAR	□□□□□

BREAKDOWN	
STRATEGY	□□□□□
CHALLENGE	■■□□□
ACTION	■■■□□
REFLEXES	■■■■□
ORIGINALITY	□□□□□

PRESENTATION 74

▲A time trial mode lets you play the High Speed Zones against the clock.
▼No options worth mentioning. Complete lack of originality.

GRAPHICS 80

▲Very fast, smooth scrolling and some impressive areas of background scenery.
▼Socket has a tendency to the naff, with some ill-conceived sprites and the poor main character.

SOUND 67

▼The music uses the Megadrive's sound capability in a very unsurprising way. There are some incredibly annoying sound FX.

PLAYABILITY 78

▲Very playable in the early stages, due to the speed and response.
▼The lack of original features, and 'soul' to the game spoils playability.

LASTABILITY 60

▼It's too easy! In a few goes you'll do a rocket through Socket.

OVERALL 68

An above average game in terms of look and play, but completely dwarfed by Sonic and his works.



1 PLAYER

PRICE	£44.95
BY	CORE DESIGN
RELEASE	MARCH

OPTIONS

CONTROL: JOY PAD
CONTINUES: PASSWORDS
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: AVERAGE

1ST DAY SCORE

REACH THIRD STAGE

ORIGIN

An original title, Bubba is an extension of the arcade/adventure genre with a large puzzle element to the action.

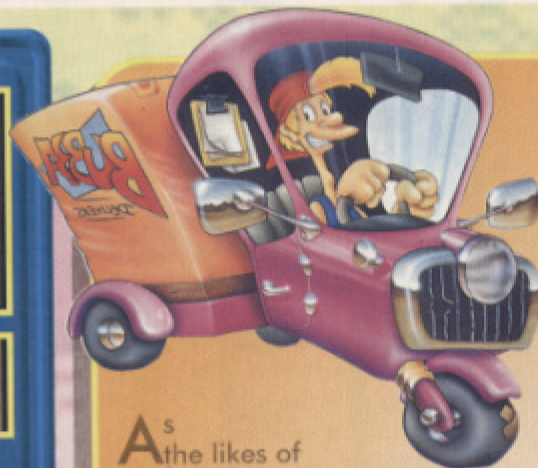
HOW TO CONTROL

The D-pad is used in familiar left/rightl movement fashion, with the down direction used to crouch.

- **A** JUMP
- **B** USE STIX
- **C** NOWT
- **S** PAUSE

HOW TO PLAY

Guide Bubba and his mate Stix through five scrolling worlds in search of a way home. Numerous object-related puzzles stand between you and home.



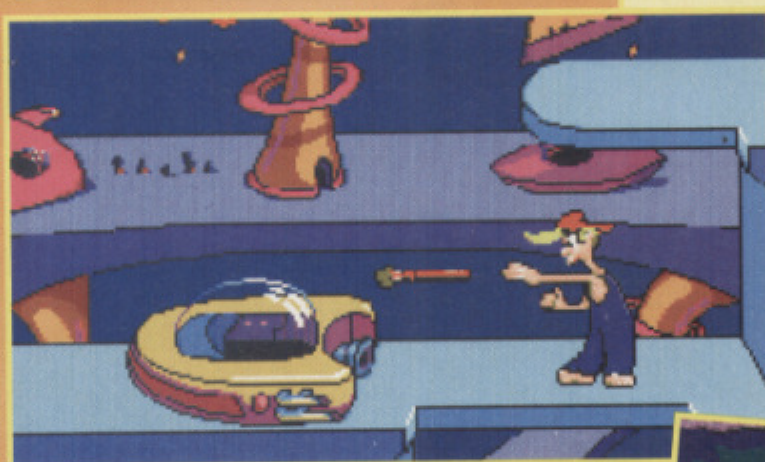


As the likes of Charles Manson, Ed Gein and other such confirmed deranged people sit in their respective cells, we can now exclusively reveal what they do with their spare time. Basically, they write game manuals. I mean, just take the storyline behind Core's new arcade/adventure, for example. A humble caretaker called Bubba is whisked away by an alien big gamekeeper for inclusion in his intergalactic menagerie. Escaping the confines of his cage, Bubba goes about freeing the rest of the inhabitants, teaming up with a stick-like creature in the process. Uniting the creatures, they cause a riot of such proportions that the ship is thrown out of orbit and crashes on a barren planet. Spotting a rocket base on the horizon, Bubba and his new mate, Stix, decide to head for it - avoiding the alien wildlife on the way...

I mean, come on - that's hardly the product of a normal mind is it? Whatever happened to games where people simply went to work to find the factory overrun by the toys they made there? Or alien attacks from Mars with no motive whatsoever? Still, it keeps them off the streets I suppose.



GIVE IT SOME STICK



As with most double acts, Bubba is nothing without Stix. Just as Eddie Large is stuffed without Syd Little to insult, Stix is Bubba's only means of defence. Whilst, conversely, the handyman is more adept at walking and jumping than his little wannabe plank could ever be. The list of Stix's capabilities is seemingly endless: he can be wedged into a wall to create a handy platform, used to lever objects out of the way, or thrown to trigger switches However, his main use is as a weapon, and when thrown or swung at an enemy his touch proves fatal to the locals.

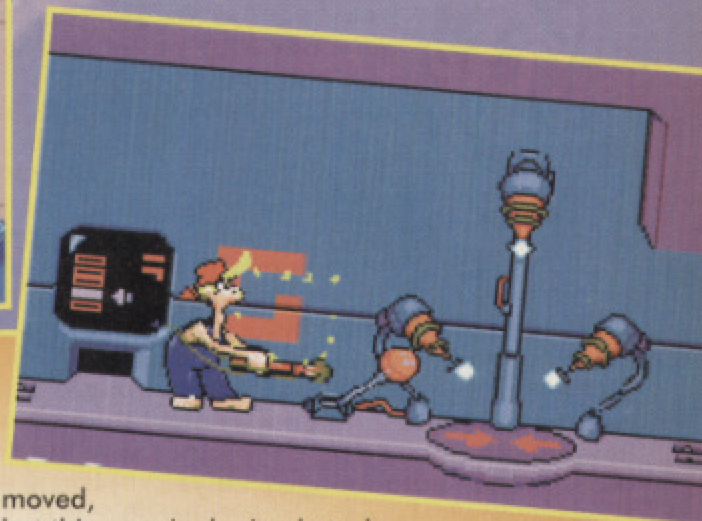
▼ *Whoa-oh, it's Greased Lighting...*







▼ *Beware the gonad-extractors of Doom.*



SEND MORE BRAINS!

In addition to fending off attacks from all manner of weird creatures, Bubba's brain cells are also put to the test. Starting with simple techniques, such as wedging the stick into cracks for use as a platform, the game gets progressively harder as the individual puzzles link together to form one big poser. For instance, the third stage is set within a space station, and Bubba needs to round up a series of alien beings and take them to certain areas within the ship. In all, five creatures need to be moved, but this seemingly simple task ends up like a binary version of 'One man And his Dog', with Bubba guiding his charges through teleporters, past deadly electrical beams and past alien guards! Similarly, comical puzzles are also thrown into the mix – for instance, at one point Bubba wedges Stix into a nearby tourist's mouth to get the wooden fellow past customs disguised as a cigar!



▲ *Ralph had the strangest feeling he was being watched.*



▲ *Rather literally*



▲ *"Come closer, laddy-boy" said the monster with the deceptively large mouth...*



COMMENT



STEVE

To me, the arcade/adventure is one of the most satisfying genres in computer gamedom. Unlike dull RPGs or adventures, the results of your actions are immediately visible and keen reflexes are still needed. Thus, after a few scant months, the arcade/adventure is back in true style – in the form of Bubba'N'Stix. The combination of cartoon graphics, off-beat humour and brain-taxing puzzles is a real winner, and mix together to create a game which will keep you glued to your screen as you work your way across the five levels. The game's puzzles start off easily enough, but by the time you reach the space station, you'll be tugging your hair out trying to shepherd the aliens to the necessary zones. That said, though, some of the puzzles are blindingly obvious, you'll kick yourself when the answers become apparent. In all, Bubba is a rather smart little puzzler which is well worthy of attention. It may not hook you instantly, but once it gets under your skin you'll be playing it for ages to come.

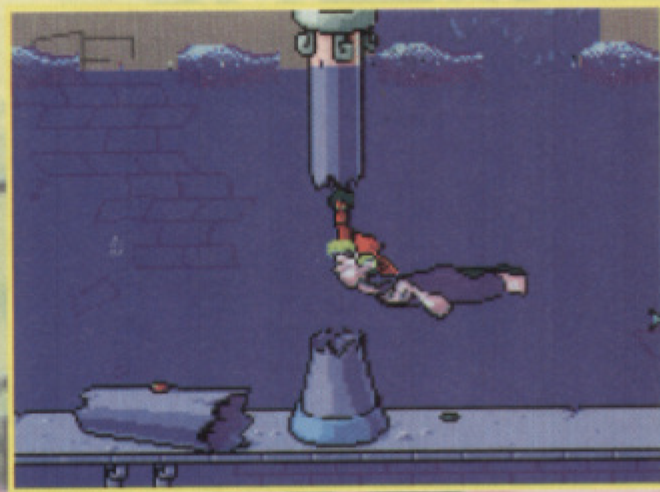


COMMENT



GUS

One of the most appealing things about Bubba'N'Stix is that is eases the player into its many puzzles. Initially, the only thing you have to worry about is wedging Stix into knotholes to create a handy platform, but after a while combinations of teleporters, switches and water outlets add to the fun — prompting several hair-tugging sessions, too! On face value, Bubba doesn't seem particularly great. It looks very nice with large sprites and an assortment of cutesy characters, but it's only after several hours have whizzed by as you pick your way through the second stage that you realise that it certainly excels in the gameplay stakes. It may not have a licence attached, but let's hope Bubba'N'Stix gets the recognition it deserves.



▲ Somewhere in this pic, Stix is hiding. Can you find him?

▼ "Dunno, mate" said the tree when asked directions...



HOLIDAY '94

Welcome to the world of Bubba'N'Stix – a world full of interesting sites and unusual creatures. A world spanning five continents each of which would make you think you're in a different world. Yes, join us now as we:

EXPLORE! The forest with its bouncy mushrooms and trees which are prone to chasing tourists...

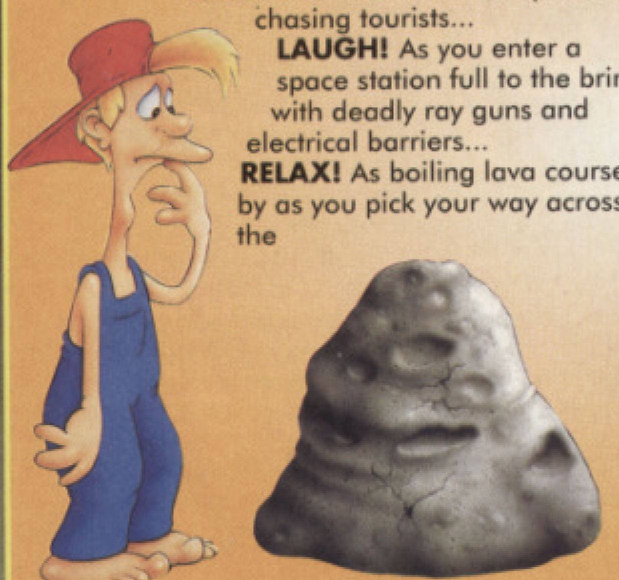
LAUGH! As you enter a space station full to the brim with deadly ray guns and electrical barriers...

RELAX! As boiling lava courses by as you pick your way across the precariously-perched stepping stones which are the only way to safety!

ENJOY! The Atlantean city with its ever-rising sea level and crumbling buildings.

REJOICE! As the journey back home takes through the most hostile customs zone you'll ever see...

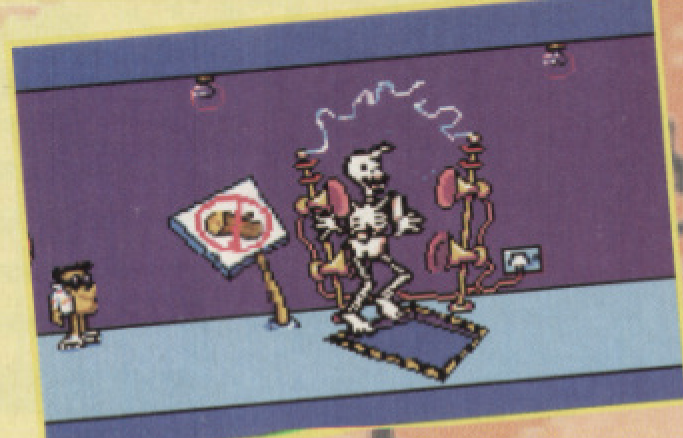
For more details, pick up a brochure from your nearest travel agent.





CD GOINGS-ON

As with Chuck II: Son Of Chuck, Bubba is CD-bound. The basic gameplay will remain the same, but the game's soundtrack has been greatly enhanced and a massive cartoon intro shows Bubba's incarceration, consequent escape, and the crash which lands them all on the planet. We'll have a full review within the next issue or so.



PRESENTATION 84

▲ A password system allows you to skip past the earlier stages – but won't make the game too easy to complete.

GRAPHICS 90

▲ Excellent cartoon-quality sprites. Several of the aliens our heroes encounter have real personalities – keep an eye out for the gossiping blobs!

SOUND 81

▲ A pleasant enough tune.
▼ The sound effects are a little on the disappointing side.

PLAYABILITY 86

▲ The forest stage eases the player into the basic uses of Stix, but later stages add new abilities to the wooden hero and discovering these is the key to progress.

LASTABILITY 91

▲ The first level is small, but the rest are absolutely massive. The lava level in particular will keep you busy for months – and that's without solving the puzzles!

OVERALL 89

A fine puzzler which combines a modicum of platform game, a heaped spoonful of puzzles, and a pinch of humour. A fine recipe and one which should be handed down over the years.





1 PLAYERS

PRICE TBA

BY SEGA

RELEASE FEBRUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

END OF LEVEL FOUR

ORIGIN

This scrolling beat 'em up is converted from the smash hit Megadrive version .

HOW TO CONTROL

Use the D-pad to move up down, left and right and the A and/ or the B buttons to punch, kick or special move.

1 Pick up/punch/ special

2 Jump/ special with A

HOW TO PLAY

Guide your main man (or woman) through stacks of scummy streets kicking the cack out of everyone in sight.

STREETS OF RAGE II

Just when you thought it was safe to walk the city streets again, the notorious Mr Big — gangland leader and baddie extraordinnaire is back again with his gang of thugs to cause havoc and generally make everybody's day a pain in the posterior — usually literally.

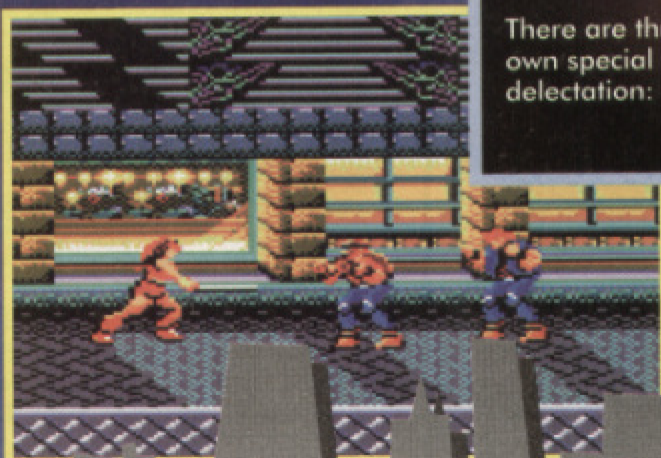
The city is once again thrown into chaos with dogs weeing in the street willy nilly and nobody picks up their rubbish anymore! To add insult to injury, Mr Big has nabbed Adam — he of the original Streets of Rage just because he could! It's up to you as ex-cops Axel, Blaze or Adam's little bro Skate (a thoroughly cool dude) to make your way through the turmoil of unpleasant personages, knocking down all you encounter before the final conflict with Mr Big and Adam's eventual freedom. Yes folks, it's bashing baddies galore time and you are in the hotseat. Yippee!



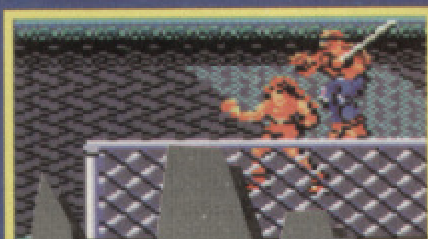
▲ *Michael Bolton reveals his plan for world domination.*

PERSONALITIES WITH PERSONALITY

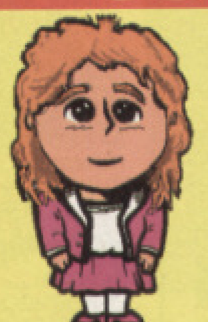
There are three rock 'ard heroes to choose from all with their own special moves and abilities. Here's the line up for your delectation:



◀ *Blaze carrying a tray of hot cross buns.*



COMMENT



LUCY

For a Master System game, this one is a bit of a winner. Graphically and soundwise everything is pretty much A-Okay. The gameplay is easy to get into and it's great fun trying to suss out the special moves too. I like the fact that you really have to work out how to tackle certain enemies rather than the usual cavalier punch-everything-in-the-same-way-until-it-falls-over routine. The game is fast with little slow down when the going gets tough and only a smidgen of sprite flicker. The sprite detection is sometimes a bit dodgy but all in all everything runs as it should. For a basic and addictive bash 'em up this one is for you although some may find it too easy on the lower settings.

GRAB A HOLD OF THIS

you can't go through life, or indeed this game, without a trusty weapon to grab hold of. There's nothing particularly inspired about the tools in this game — they're fairly similar to the first game — lead pipes with which to remold the shape of your enemies' heads and knives to stab with or throw for mega damage. These are found hidden under litter bins, barrels and the like along with meat and apples to boost your energy bar and the inevitable 1-UPs.





▲ *Excuse me, but your magnetic thighs have attarcted my hob-nail boots, sorry.*



AXEL

He's the most powerful of the three and a bit of a whizz on the old martial arts manoeuvres. He's still well into the old punching action and headbutts but now he's added a Dragon Punch type affair as well as a high speed punch.



POWER 2
TECHNIQUE 3
SPEED 2
JUMP 1
STAMINA 2

BLAZE

Canny as she is, the Master System's answer to Wonder Woman has been keeping her pecs in trim since the last escapade. Now she's more formidable than ever with a new somersault kick and an ultra-pain inducing short range fire ball. B;laze is the company's best all rounder.



POWER 2
TECHNIQUE 2
SPEED 2
JUMP 2
STAMINA 2

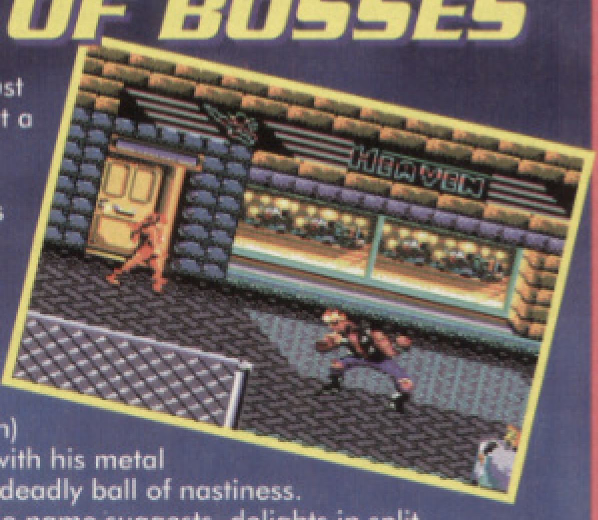
SKATE

This guy is Adam's younger brother and is he a cool dude or what?! His strength is his speed but he's not very strong and can't take much aggro. His speciality is his helicopter kick where he spins round on his ass taking out anyone in range. His other special is his driller move where he zooms down at great speed on all in his path.

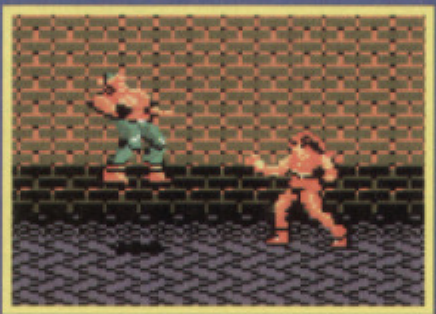


POWER 1
TECHNIQUE 2
SPEED 3
JUMP 3
STAMINA 1

A BAG OF BOSSES



Naturally a beat 'em up just wouldn't be cricket without a number of tasty bosses to take on and conquer. The end-level guardians in this game are all you could ever want out of a boss — and then some. We're talking tough! There's a delightful creature called Zamza, a mutant half metal, half human (ish) creation who batters you with his metal arm and dives at you in a deadly ball of nastiness. There's also Jet who, as the name suggests, delights in splitting your cranium by homing in on you from above with the aid of his go fast jet-pack.. And then there are the mid level bosses — big muthas who are a lot tougher than the usual scum one encounters such as the street smart Jacks who's never ending stabbing powers land you in deep trouble.



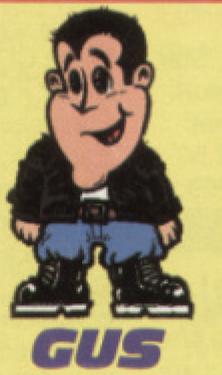
▲ *Blaze the mysterious and her amazing powers of levitation!*



▲ *Blaze watches unimpressed as the White Helmets strut their stuff.*



COMMENT



GUS

This is, strictly speaking, a sequel, but at first I was hard pressed to see the improvement over the original Streets of Rage. I admit, that judgement was made on the graphics, which haven't really improved much. However, many of the features of SOR II on the Megadrive have made their way over: the new characters, the bigger levels and a brave attempt at a Techno soundtrack on the Master System (hmm, yes, well). This game is also clocking in at 4-Megs, which is a lot of tender flesh for your money. However, I sometimes felt the response to commands lagged a bit. Otherwise, this is good stuff, if not pushing back the barriers for the Master System.

PRESENTATION 84

▲ A reasonable range of options to twiddle with and the overall feel is quite polished.
▼ No two-player game. Bah!.

GRAPHICS 85

▲ Quite spiffy for the Master System, nicely defined sprites and varied backdrops.
▼ Some sprite flicker when the screen gets too packed.

SOUND 80

▲ Not the best but certainly not bad — the tunes catch the atmosphere quite well in a tinny sort of way.

PLAYABILITY 86

▲ The game is very fast and easy to get into and mastering the special moves is excellent fun.

LASTABILITY 79

▲ The levels are fairly large and on HARD setting it's pretty tough.
▼ But on EASY setting you'll race through it too quickly.

OVERALL 85

A distinctly improved sequel and one of the best scrolling beat 'em ups for the Master System — well worth a look.

MEGAMART

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FOR SALE

SEGA MEGADRIVE, 5 games, Sonic 1 & 2, Duel Olympic Gold, Quackshot, joypad, boxed, good condition, worth £290, sell for £155 ono. Tel. (0222) 552051.

MEGADRIVE AND MEGA-CD plus 15 games: SF II, PGA II, Aladdin, Road Rash II, Sonic, EA Hockey, John Madden, F1, Ecco CD, Batman Returns CD, Arcade Classics CD (5 games on 1 disk), offers. Tel. Ronan on (0353) 665577 (daytime)/ (0353) 664501 (eves/ weekends).

MEGADRIVE GAMES for sale: Super Kick-Off, Road Rash, Bulls vs. Lakers £15 each. Tel. David on (0454) 415779, after 6pm.

MEGADRIVE GAMES for sale: European Soccer, Terminator, Basketball, Moonwalker, Twin Cobra, Strider, Streets of Rage, Spiderman £20-£25. Tel. Sunil on 081-767 0050, after 5pm.

MEGADRIVE GAMES for sale, PGA 2, Sonic 2, John Madden '92, Lotus Turbo Challenge, Desert Strike, Tiny Toons, Micro Machines and Streets of Rage 2, have sold games before, great condition, £20-£25 off each game. Tel. (0223) 843165 (Cambridge).

FOR SALE Sega Mega-CD, 9 CD games including Sonic CD and Road Avenger £210 ovno. Tel. Mrs Lennie (0983) 612877.

MEGADRIVE worth £325 with 7 games including Micro Machines, Phantasy Star III, Road Rash II, John Madden, Sonic, Megolomania and David Johnson Supreme Court, 2 joypads, sell for £200. Tel. (0752) 492446, after 4.30pm and ask for Terry.

AMIGA 500 includes: extra drive, monitor, memory upgrade, joysticks, mouse, serious software, over 100 games. Tel. Sean on (0634) 827060. Open to offers.

MEGADRIVE with carry case, 2 pads and 11 games, including Mortal Kombat and Shinobi 3. Tel. Sean on (0634) 827060, £325 ono.

SUPER NINTENDO, 7 games, convertor, all boxed, excellent condition, worth over £425, sell for £265 ono. Interested? Tel. Alex on 071-794 0794.

UK/US/JAP Megadrive includes 7 top English games such as USA Team Basketball, Indiana Jones, Last Crusade, Sonic and 2 joypads, everything is boxed, in mint condition, worth £400, will sell for just £200 ono. Tel. Lee on 061-728 3738.

ATARI 2600 GAMES, Star Wars, Battle Zone, Smurf, Mr Do! etc, some games with instructons, all £2.50 each. Tel. 081-459 1269, ask for Suja.

SEGA, MASTER SYSTEM 2 with Sonic I, Transbot, World Cup '90, Galifovia Games, Secret Command, Enduro Racer, Ninja, Alex Kid, In Mircacle World, and 1 controller, £90. Tel. (0488) 683306, after 6pm, ask for Dan.

EVERY ISSUE of Sega Power Magazine, including The Collectable Launch Issue, all magazines in mint condition, with free gifts, etc, still intact, original packaging, Issues 1-51, genuine collectors only please, no timewasters, offers. Tel. Tim on (0525) 713920 between 12pm-5pm.

GAMES FOR MEGADRIVE, top 14 games worth £590, but will sell for £225 ono, bargain Tel. Max on (0491) 838048.

MEGADRIVE, 2 controllers, 5 games including Jungle Strike, Spedball II, all boxed and accessories, £110 ono. Tel. 081-950 9457, and ask for Robert, any time. May swap for good condition SNES with 2 or 3 games, good games please. No rubbish.

GAME GEAR with TV Tuner, convertor and 7 games, all boxed or separate. Tel. (0491) 838048.

FOR SALE, Megadrive games as follows: Speedball 2 £16, Quckashot £22, Jungle Strike £25, Fatal Fury £22, Chuck Rock £20, Euro Club Soccer £20, Thunderforce 4 £20. Tel. Kevin on (0920) 877341.

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Complete Amstrad games playing kit: Top grade monitor (also plays with Mega CD) £100. A CPC 464, £50. More than 400 games (including 3D construction kit together) £100. *Say £225 in total, bargain price for all of the above Amstrad equipment.*
Total package, ideal present: Complete 3 separate systems plus state of the art top grade monitor worth £775 (new £1,005) but special low total for all £750.
Tel. 071-435 1950/2038 (9am-5pm).

SEGA MEGADRIVE (PAL) with 2 pads and 18 of the best games including: Ecco the Dolphin, Streets of Rage 2, Sonic 2 and Landstalker, everything is in brand new condition, due to very little use. Tel. (0753) 892441, £350.

NES zapper gun, 14 games, storage container, 2 joypads, games, SMB 1,2,3, Topgun £175 ono. Tel. (0252) 375362, ask for Jan.

MEGA CD and Megadrive for sale and 9 games for the Megadrive and 9 games for the Mega CD, also an arcade powerstick, carry case for games and Megadrive, only £500, will take offers. Contact Kingswear (0803) 752762, ask for Bobby.

MEGADRIVE with 8 games, including Menacer Set, Sonic 2 and Speedball 2, boxed with instructions and Cheats, worth over £300, sell for £190. Tel. (0734) 781987.

MEGADRIVE GAMES Alien 3 £20, PGA 1, EA Ice Hockey, World of Illusion £17, Hellfire, Mercs, Road Rash 1, Marble Madness £15, Dick Tracey (no instructions) £10 or swaps all UK. Tel. Mike on (0932) 248599, after 8pm.

MEGA-CD (UK) plus arcade classics, Batman Returns CD, Ecco CD, still boxed, immaculate, offers. Tel./ Ronan on (0353) 664501/665577.

MEGADRIVE FOR SALE, Sonic 2, Speedball 2 & Menacer set, including 6 games cart, 2 controllers, boxed & instructions, worth £300, sell for £130. Tel. (0734) 781987.

GAME GEAR for sale or swap, Spiderman mint condition with un-bent instructuions £15, swap for any good game. Tel. (0708) 763376.

GAME GEAR games for sale, Super Kick-Off £15, Sonic, Lemmings, Chuck Rock, Prince of Persia, Castle of Illusion ,Spiderman, all £10 plus wide gear £10, everything in excellent condition. Tel. Simon on (0932) 228206, after 6pm.

MAGAZINES for sale, Megadrive Advanced Gaming issues 1-18 £20, also Powermonger Cart in good condition £15, sell together for £30, will swap for Landstalker or Silpheed CD. Tel. Chris on (0757) 210402.

MEGADRIVE FOR SALE, 5 games £95 ono, I also have Ghouls 'n' Ghosts £10, WWF £13, Alien 3 £15, Rolo £20, Mega-lo-Mania £22 & Jungle Strike £22, I'll also swap Starwing for the Super NES, unboxed. Tel. (0297) 60451.

MEGADRIVE with 13 games, 2 joypads, Jap convertor and tips book, only £200. Tel. (0400) 81168, after 6.30pm.

FOR SALE, Master System including 2 games, joypad and joystick, for £30. Tel. Dorchester 269662 and ask for David, after 4pm.

JAP MEGA-CD & Jap Megadrive, speed switch, includes latest Pro CDX, Silpheed, Batman Returns, Spiderman, Sewer Shark and 5 others, all leads, 2 joypads, all boxed with original instructions, £350 ono. Tel. Paul Barnett (0483) 506939 (days).

ATARI LYNX GAMES for sale, 12 games £6 each or £60 for all. Tel. (0928) 568179.

FOR SALE, boxed Megadrive, 9 games, turbo pad, boxed, arcade powerstick, games include: Sonic 2, Aquatic Games, Atomic Runner £180. Tel. 081-308 7480.

MEGADRIVE and 8 games for sale, including PGA II, Jungle Strike and Senna Grand Prix, will sell separately or £200 the lot. Tel. (0234) 766665.

SNES FOR SALE, 4 games, inlcuding Street Fighter II, John Madden '93, includes leads, excellent condition, £149 ono. Tel. Ben on (0509) 856838.

MEGADRIVE SNES and PC with games, for good price, also Game Gear with TV Tuner, 7 games. Tel. Max on (0491) 838048.

FOR SALE, boxed, SNES with 12 games, Action Pro Replay, games include: FF2, Fatal Fury, Batman Returns, Tel. Ricky on 081-368 7486.

FOR SALE, Master System II with 8 games, including: Sonic 2 and Asterix, 1 joypad, perfect condition, £100, so come on what are you waiting for! Tel. 021-449 5746, ask for Oliver, after 4.30pm.

MEGADRIVE GAMES, Turrican, Spiderman £10, Road Rash, Eswat, Ex-Mutants, Strider, Sonic 2, Truxton £15/Ecco, Alien III, SOR 2, Thunderforce 4 £20, Mortal Kombat £30, Mega-CDs US Sewer Shark, Final Fight £30, Jap Silpheed £40, Sol Feace, Cobra Command, arcade collection UK £20, offers considered, may swap. Tel. Pete on (0902) 727878.

QUACKSHOT for sale £25 or swap for anything decent. Tel. Chris on 081-993 1650.

MEGADRIVE for sale, 3 pads, 3 games, sell for £130 or swap for SNES. Tel. Daniel on (0283) 716053.

MASTER SYSTEM I, with 3 built-in games plus 4 other games, also includes light phaser and 1 control pad £40. Tel. Ben on (0689) 834964, evenings.

MEGADRIVE + Menacer light gun, plays all games, Jap/US/
UK, 16 games, including Euro Cup Soccer, NHL Hockey, WWF, TZ and many more, all boxed with instructions and many, many magazines, all worth £450+, sell for £200. Tel. (0895) 630845, ask for Robert.

MEGADRIVE for sale, with 10 games inc. Jungle Strike, Streets of Rage II, Sonic II and all in mint condition, all boxed with instructions, the whole lot is worth £500, sell for £250, a bargain! Tel. (0953) 881141 (Norfolk area). Buyer collects.

SEGA GAME GEAR plus 7 games, inc. Sonic 1 and 2, good condition, only £99. Tel. Pete on (0326) 40453.

AMSTRAD CPC464, green screen monior, printer, modulator, light pen, over £150 of games, worth over £500, sell for £190 ono. Tel. 061-962 6492.

FOR SALE, American version of Super Ghouls 'n' Ghosts for Super Nintendo £25 ono. Tel. (0536) 791020.

SUPER NINTENDO with SF II only £80 ono, buyer must collect or pay postage. Tel. (0536) 791020, and ask for Adrian.

ATARI ST, excellent condition, 3 years old, 1Mb upgrade, serious and games software, including Lemmings 2 and Robocod, worth over £800, ST Format magazines, worth over £100, mouse, joystick, all in original boxes, bargain at £400 ono. Tel. (0483) 31627 (Guildford area).

FOR SALE UK Super NES with 13 games, plus Action Pro Replay games, includes Street Fighter 2, Turbo Final Fight 2, Contra 3, Fatal Fury, Actraiser, Batman Returns, Super Star Wars, £320, no offers. Tel. Ricky on 081-368 7486.

MEGADRIVE + 2 games, vgc, £100 ono + 11 other games, including Jungle Strike, sell for £20-£25 each. Tel. Chris on 081-669 5444, after 4.30pm.

FOR SALE, 7 Master System games, Chuck Rock £18, Alien 3 £18, World GP £8, Rampage £12, Lemmings £15, R-Type After Burner £5. Tel. (0484) 862362.

AMSTRAD CPC464 includes colour monitor, joystick and over 60 games, good condition, bargain price, all for £150 ono. Tel. Lee on 081-958 3174. Don't miss this great offer!

WANNA MEGADRIVE with 7 games? Sonic 1&2 94%, Spiderman 91%, Robocod 95%, Golden Axe 94%, Battle Squadron 80%, Wrestle War 77%, propad, all boxed with instructions, 2 Tomy Tronic 3D games, all for £200. Tel. 021-378 1544, Now!

MEGADRIVE GAMES for sale, Ecco the Dolphin £20, Streets of Rage 2 £20, Robocod £15, Chuck Rock £15, Sonic 1 £15, Altered Beast £5, all perfect with instructions, the lot for £80. Tel. Michael on 071-607 7408.

MEGADRIVE, 8 top games, Menacer & 6 game cartridge, turbo pad, cost £480, accept £240 ono. Tel. Tom on (0772) 862943 (fully boxed).

NINTENDO with 10 great games, inc. Super Mario Bros and Super Mario Bros 3 and Turtles, only 18 months old, should cost £450, a bargain at only £250. Tel. Lee on 081-958 3174. Don't miss out on this offer!

MEGADRIVE, 4 games including Road Rash and Speedball 2, 2 joypads, boxed, good condition, £110 or swap for Amiga 600+. Tel. (0268) 287124.

MASTER SYSTEM mega games for sale, including Mortal Kombat, Mickey Mouse and other brilliant games, rated over 85%, all games sold at half price or below, ideal for anyone with hardly any Master System games. Tel. Abrar on 071-228 0144, weekend days.

SEGA MASTER SYSTEM 2 for sale, with 5 full price games, Alex Kidd, Sonic 1&2, Alien 3 and Super Kick-Off, all boxed with instructions, in mint condition, worth £170, sell for £50 ono. If interested, then phone Sam on (0737) 248687, after 4pm. Buyer collects.

OI! Do you want to buy a Megadrive with 6 games, including Desert Stike, Cool Spot and Tiny Toons worth £370, sell for £260, if you're up to it. Tel. Doug on 031-552 3396.

SWAPS

I WILL SWAP or sell Sonic 1 (MD), EA Hockey (MD), John Maddens (MD), Terminator (GG), Halley Wars (GG) for Mortal Kombat (MD), Golden Axe (MD) 1 or 2, Zero Wing (MD), Mercs (MD) or Fantastic Dizzy (MD), if interested phone (0506) 871400, ask for Gavin (all games boxed in good condition).

SWAP NES, 5 great games, includes: NES Advantage plus 2 normal pads for SNES with 1 or more games. Contact Steve on (0525) 714724 (or Keith). I like Mario All-Stars, if you have it!

PHILLIPS CDI plus film cartridge, 12 games, Golf, Tennis, Voyour, etc, 4 films, Topgun, Startrek, etc, 2 digital video games, control pad, cost over £1,000, swap for Neo Geo and games or sell for £700. Tel. Gary on (0352) 712216, buyer collects.

I WILL SWAP Mortal Kombat on Megadrive for Sonic Spinball. Also for sale, light phaser for Master System, Ghouls 'n' Ghosts, Olympic Games and Transbot. Tel. Ross Latham on (0237) 451372 (evenings). Thanks.

WANTED

GAME BOY, Handy Boy, and 4 games for sale, £85 the lot. Tel. (0884) 35846 (Devon area only).

PC ENGINE GAMES wanted, Gunhed, Super Star Soldier, Final Soldier, Soldier Blade, Operation Wolf, NAXAT Open Golf, Devil Crash, Bomber Man, Motoroader I or II, Twin Bee, World Court Tennis, must be in good condition with instructions. Tel. (0532) 503291, after 6pm.

PC ENGINE GAMES wanted, Taito Motorbike Racing, SF III, PC Kid I or II, Parasol Stars, R-Type II, Gradius, Parodius, Raiden, Salamander, Aero-Blasters, Alien Crush, Darius Plus, Silent De-Buggers, must be in good condition with instructions. Tel. (0532) 503291, after 6pm.

MEGADRIVE and Game Gear games urgently needed, top prices paid. Write to: Mark, 46 Howard Street, Audenshaw, Manchester M34 5AE.

PEN PALS

HI! Interesting Pen Pal wanted for bored Megadrive owner, boys or girls of any age to chat about anything and everything. Write to: Iain Saunders, 17 Churchill Drive, Marlow, Bucks SL7 1TN. All letters will be replied.

10-YEAR-OLD boy looking for Pen Pal. Write to: Nick Smith, 1 The Hedges, Poolhouse Meadow, Wombourne, West Midlands WV5 8LD.

MISCELLANEOUS

LISTEN UP, I've got load's of games and hardwear to sell and swap and videos like Texas Chainsaw, etc to sell at good price, plus Street Fighter, novelties that I got on holiday in Japan. Tel Wai Kong on (0602) 472892.

CASH AND CONSOLE MAGS! If you want extra cash legally send £5 and SAE to the below address. Mags £1.50 each: Mean Machines 19-24; CVG 126-131, 133-135, 137-142; Game Zone 11 & 12. Write to: Stephen, 149 Wynyard, Chester-Le-Street, Co. Durham, DH2 2TJ.



1-2 PLAYERS

PRICE :£29.99

BY CODEMASTERS

RELEASE JANUARY

OPTIONS

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 1
RESPONSIVENESS:ACE
GAME DIFFICULTY: QUICK TRICKY

1ST DAY SCORE

BEAT 16 RACES

ORIGIN

Conversion of the mega-successful Megadrive title of the same name.

HOW TO CONTROL

"Life's a bitch and so am I..." I just thought that was more interesting than telling you to push up, down, left and right at the appropriate moments.

1 Accelerate

2 Reverse

HOW TO PLAY

Guide your miniature Mansell around a series of courses, from school desks to sandcastles.

There is a small sect of racers, dedicated to the spread of disease. They are not particularly virulent, but delight in seeing the perpetuation of the common cold and other illnesses of this kind. Day in, day out they travel far and wide,up hill and down dale, visiting sickness to everyone they come into contact with. They are the Microbe Machines.

However, on a rather less atomic scale, there is also a small sect of racers who drive around in their tiny cars, much to the delight of their schoolboy owners, and they're called the Micro Machines. This game was originally going to be a shoot 'em up, where the player controlled an antibody and you had to shoot all the sickness sprites. But somebody at Codemasters got all confused and signed the license with the wrong people, leaving us with this now infamous race game.



THE ORIGINAL Micro Machines SCALE MINIATURES

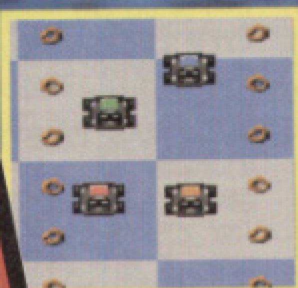


COMMENT



Micro Machines is absolutely one of my favourite games, and it's great to see it spreading over so many formats. It's also great to see that none of the playability of the original has been lost in the transition to Master System. The dinky graphics lack the sheen of the Megadrive version, but that doesn't really matter once you start playing the game. It's fast, challenging and as variety-stacked as you could wish thanks to the eight racing styles what need mastering, guv. It doesn't matter what kind of games you're into, and it doesn't matter if you're sitting there looking at the screenshots now and thinking "Aieee! This looks terrible!", I guarantee that you'll love Micro Machines.

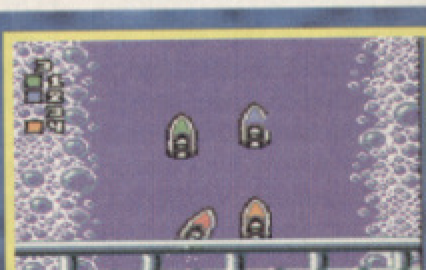




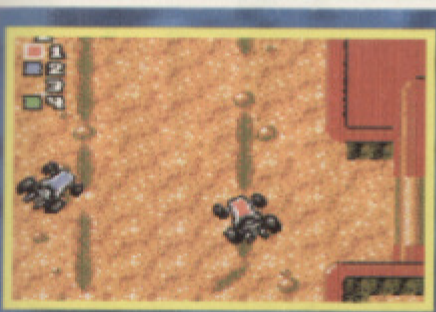
▲ *Who said size is important?*

SMALL IS

One of the best things about Micro Machines is the variety in the gameplay. There are eight different vehicles to play with, and all of them require different skills to handle. The Warriors are probably the easiest, as they're the slowest vehicles and the courses are relatively clutter-free. However, the first couple of times you race with the choppers you're almost certain to lose, thanks to their unusual (but quite realistic) inertia. Sportscars and Formula 1 racing cars are the ultimate challenge, given the sheer speed they travel at and the complex, twisty-turny nature of the courses they are invariably placed upon. The edge of the pool table F1 circuit is particularly tricky, let me tell you.



▲ *Negotiate the bubbles to come in first in the qualifing race.*



Get your tractors off our lawns!

LONG TERM REPORT

HOUR
DAY
WEEK
MONTH
YEAR

BREAKDOWN

STRATEGY
CHALLENGE
ACTION
REFLEXES
ORIGINALITY

PRESENTATION 88

Oh, there's options all right, and two player modes and everything. And intermissions.

GRAPHICS 52

Extra detail on the sprites.
But they do look a little flat and they're not overly pretty.

SOUND 65

Some of the best tunes on the Master System for ages.
But once you get into the game there's just a piffly engine drone.

PLAYABILITY 93

Very simple indeed, and easy to get into, but it takes ages to really know the game, and it's great fun.

LASTABILITY 92

Completing the game should take some time, and it's timeless in two-player mode.
Once completed, one-player interest may begin to wane

OVERALL 93

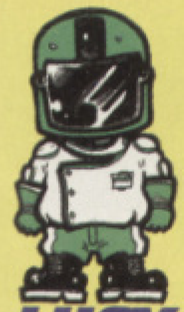
The best Master System release in months and an absolutely essential purchase for all 8-BIT owners.

HIGHWAY TO HEAVEN

If you manage to win three races in a row, you're given the opportunity to win back one of the lives you may have lost, or grab yourself an extra bonus life in you haven't lost any. Your fate is decided by the Rufftrux — a huge off-road Bigfoot-style truck. You have a certain amount of time, indicated by a clock in the top left corner of the screen, in which to negotiate a series of off-road style challenges, such as driving across streams, it only a thin line of stepping stones to keep you from plunging to the depths. Should you manage to cross the finish line in the allotted period, an extra life is your forever.



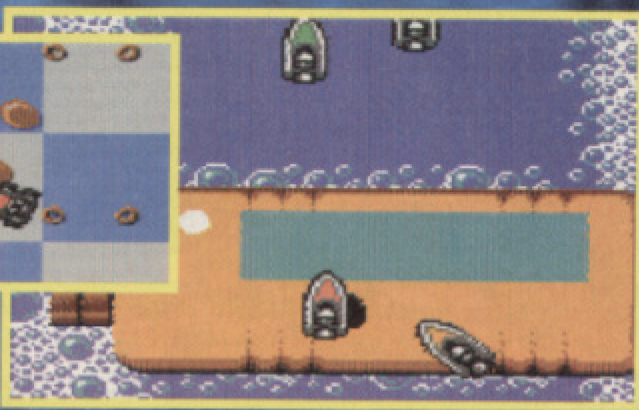
COMMENT



LUCY

Codemasters have done it again! They've taken their time getting this one out compared with the Megadrive and Game Gear version but the result is everything you could want from a Master System game. It has to be said, the graphics are nothing to shout home about but once you start playing it really doesn't matter — it's fast, smooth, easy to control and one that really gets your adrenalin racing as you fight for pole position while trying to negotiate the zany tracks. This one is a winner and an absolute must for a Master System owner.





I like driving in my car...



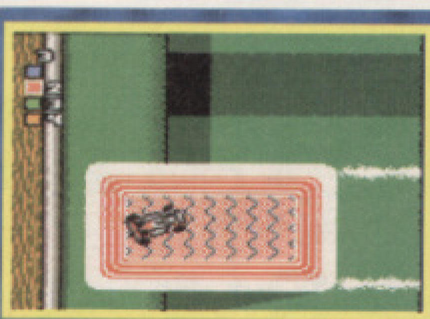


It takes a very steady hand...

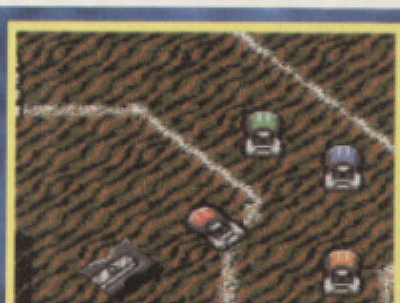
BEAUTIFUL



If in doubt — ram the competition off the road!



You ever get the feeling you've been dealt a marked card?



Keep on the desk or it's the ruler for you my boy!

WIN AN ALL-IN-ONE TV AND VIDEO!

COURTESY OF GREMLIN GRAPHICS!



You know when you buy a telly, right? And then you buy a video, right? And then you try and link 'em up, right? Well usually it takes ages, right? And you can never understand which bit slots in where and when you have fitted it together it takes flippin' ages to tune it in, right? DOESN'T IT JUST MAKE YOU FEEL LIKE SCREAMING YOUR HEAD OFF AND CHUCKING IT OUT OF THE WINDOW? Well fret no longer for those exceeding nice peeps at Gremlin Graphics have come up with the answer.

To celebrate the launch on Megadrive, Master System and Game Gear of the platform extravaganza, Zool — that feisty friend from the Nth Dimension — Gremlin has dug deep into its pockets and come up with some readies for some utterly fantabulous prizes especially for you, the MEAN MACHINES SEGA faithful.

The lucky first prize winner will bag him or herself a corking GBI video presenter. This handy little widget comprises a nifty 14in screen with a built in VHS player, a built in tuner, a remote control, auto rewind, carry handle and optional accessory carry bag — phwoar!

And that's not all! Five runners-up will land themselves a Gremlin Graphics goody bag comprising things like T-shirts, pin badges, postcards... a whole range of luvverly stuff!

IN THE BAG

In order to secure yourself this bundle of wonderfulness all you have to do is answer the three easy-peasy questions below, pop your answers on a postcard and send them to: I WANT TO BE TOGETHER COMPO, MEAN MACHINES, Priory Court, 30 - 32 Farringdon Lane, LONDON EC1R 3AU. Make sure they get here by March 31 otherwise we shall merely fart in your general direction and your answers will be diligently redirected to the nearest bin and be completely ignored.





AND THE QUESTIONS ARE

1. HOW MANY FINGERS DOES ZOOL ON BOTH HANDS?

A. 4 B. 6 C. 8

2. WHAT IS ZOOL?

A. AN ANT B. A NINJA FROM THE NTH DIMENSION

C. A WATER MELON

3. WHAT IS THE NTH DIMENSION?

A. CAKE B. IMAGINATION C. A BOG-BRUSH




MATCH
he plays computer games...
he reads MATCH...
...and he plays football.
What else is there to do?
MATCH ~ the football mag that matters! Get it every week!

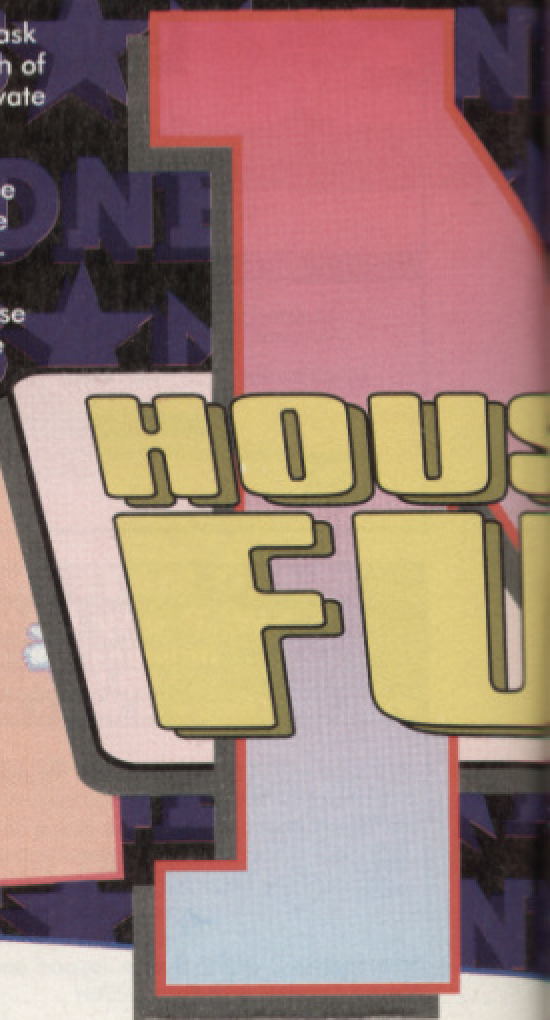
MEGA SHOP GUIDE

ADVERTISERS INDEX

Before Take That, there was New Kids On The Block. Before the New Kids, there was Bros - and before them there was Five Star. In fact, whizzing back through the hordes of now-forgotten teeny bands, it isn't until you go way back past Culture Club, A-ha and Adam And The Ants that you get to one of the best bands ever to grace the top ten — Madness. In fact, such is Madness's seemingly-endless popularity that they managed to fill Finsbury Park two days in a row with their comeback concerts - and now they're being pixilated as Gremlin bring them to the Megadrive.

Named after the Nutty Boys' only number one, House Of Fun is a fourteen-stage platformer starring a specially-created character called Mr Smash - based on Carl Smythe the band's trumpet player. Clad in typical Madness gear - pork pie hat, Ben Sherman shirt, and ten-hole DMs - Smash's one task in life is to enter the titular House Of Fun in search of all the goodies he can find. Using switches to activate platforms and open doors, the basic aim of each level is to locate the exit - with the entrance to Heaven forming the last level. However, the House Of Fun has been overrun by all manner of strange creatures, with Mr Smash fending them off by lobbing his collection of silver discs at them!

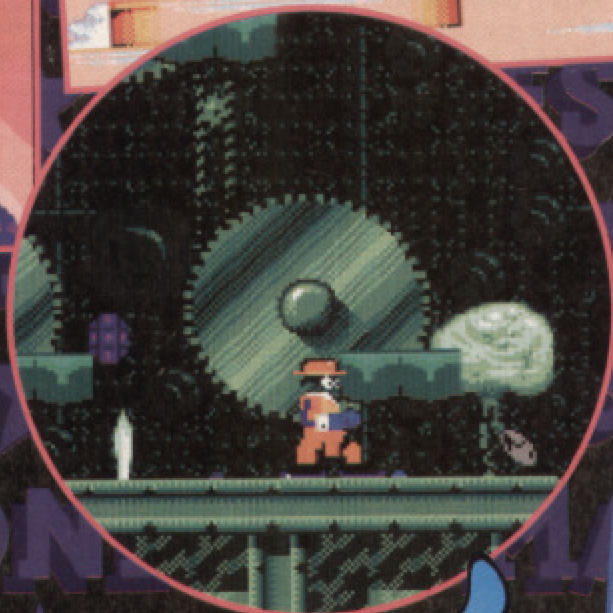
As of yet, House Of Fun has yet to receive a release date. But, hey, you can guess where you'll see the first review...





"My girl's mad at me, she didn't say a word to me last night..."





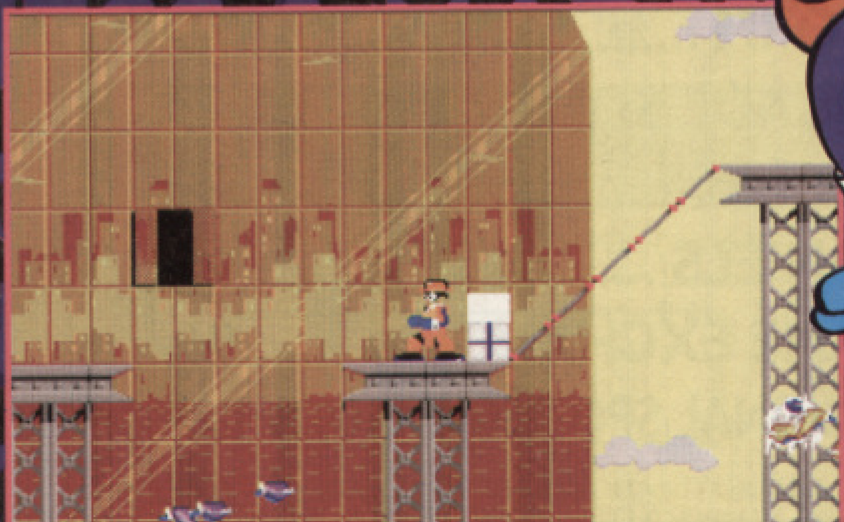


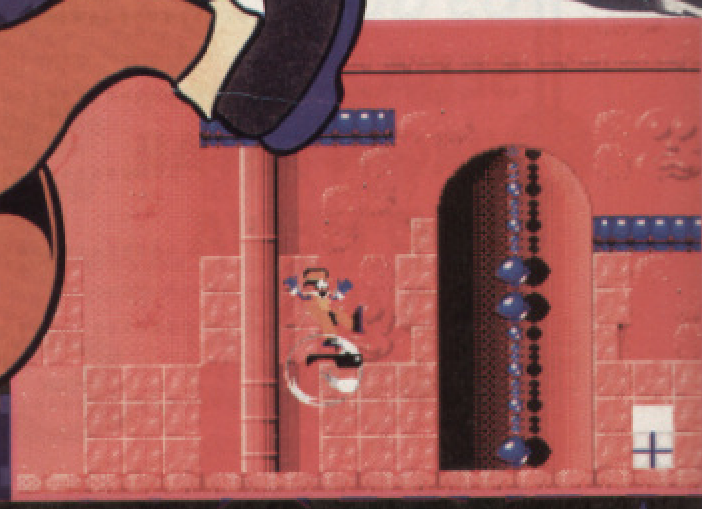
FROM CLOWN TO POP STAR IN ONE EASY LESSON

House Of Fun started life as an Amiga platformer called Harlequin, with Mr Smash replacing the chequered-suited hero of the floppy-based game, and the Harlequin's heart weapon giving way to Smash's silver discs. The basic mission has remained the same, though, with Smash starting at the entrance to the House Of Fun - a huge clock tower. Once in, each of the House's rooms are based on different themes - cars, deserts, and a skyscraper(!), for example - with the nasties also changing to suit their environment.

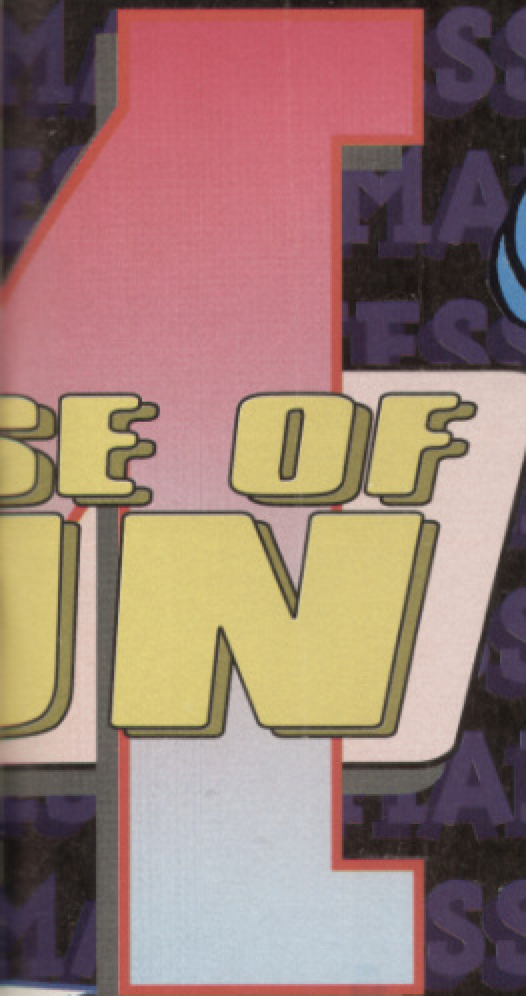


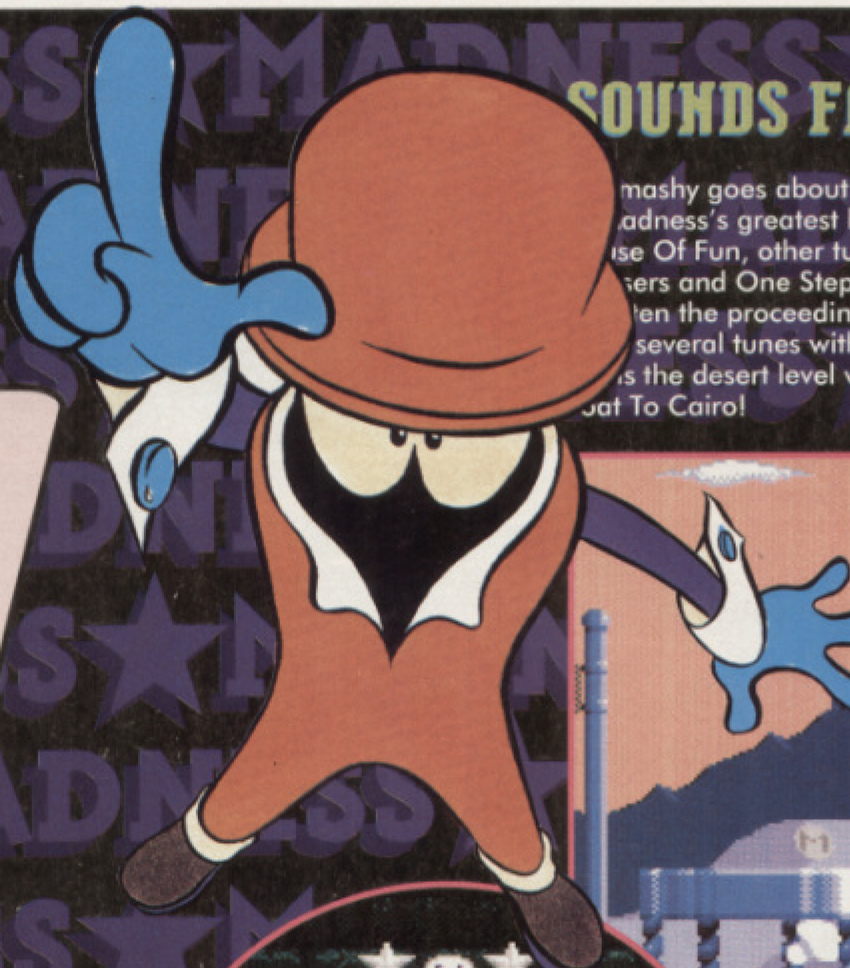
Try the House of Fun, it's quicker if you run, this is a chemist...





NESS★MADNESS★MADNESS★





SOUNDS FAMILIAR

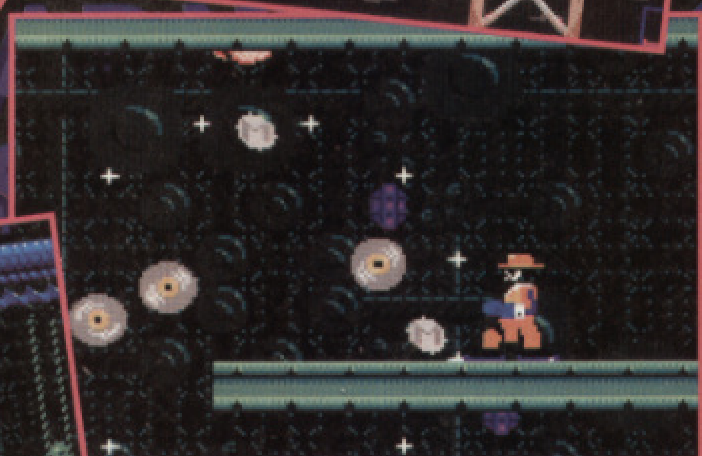
mashy goes about his leaping and collecting business, a stream
adness's greatest hits accompany the action. Starting with
se Of Fun, other tunes include Megadrive renditions of Baggy
sers and One Step beyond. For the most part, the tunes simply
ten the proceedings up, but the programmers have also tried to
several tunes with the current backdrop. A perfect example of
s the desert level which is accompanied by a tinkly version Night
oat To Cairo!





Father wears his Sunday best, mother says she needs...





Bang on the head with a plastic cup...





DISC GOES HERE, DISC GOES THERE

The assorted nasties take the form of everything from antagonistic alarm clocks to barmy builders, and each parts Smash from one of his three energy points on contact. Thankfully, though, Smash's silver discs are fairly effective and kill off any oncoming foes after three or four direct hits. However, by collecting special icons contained within Jack-In-The Boxes scattered throughout the levels, his armaments can be upgraded to more powerful gold and platinum discs - or, if the worst comes to the worst, the can even resort to the good old bum-bounce.

1 PLAYERS	
RELEASE	TBA
BY	GREMLIN
PRICE	TBA
PERCENT COMPLETE	

CLIFF

It seems that everyone wants a slice of Sly. In 1993 he was the film star who came in from the cold. After a few years of duff movies (including one forgettable comedy where his co-star was Sophia from the Golden Girls) he got back to what he does best: action movies. And both Cliffhanger and Demolition Man have been respectable successes, which should please Sony, who are set to release the Mega-CD edition of Cliffhanger, his mountaineering thriller.

Sony would be forced to admit that the cart version of the game has had a troubled history. Despite hitting the streets in December, a review cart had mysteriously failed to materialise at the time of going to press. However, with the CD they're aiming to make a clean breast of things.

The bulk of the game resembles the cart version, with Sly taking on international criminals in a snow clad beat 'em up. Looking for all the world like Streets of Rage meets Heidi, Stallone makes his way across precipices and steep cliffs. Mean Machines thinks the more interesting parts are the newly programmed sections where Sly takes to a snow board.

Using the Mega-CD's custom ASIC chip for sprite scaling, the sections are an exhilarating ride down the mountainside, with Stallone riding for his life past obstacles, in a bid to escape an avalanche. It could be the best 3-D gameplay since Batman Returns.

Also packaged with the game is tons of video footage from the film, showing the storyline and all the best special effects bits, as well as the haunting soundtrack. But does it all 'gel' as a gaming experience? MEAN MACHINES will resolve that particular 'cliffhanger' in the next issue.



▲ *Puff, gasp... I must get to the tuck shop before all the Drifters are gone...*



▲ *Staying Alive's John Travolta makes an appearance.*

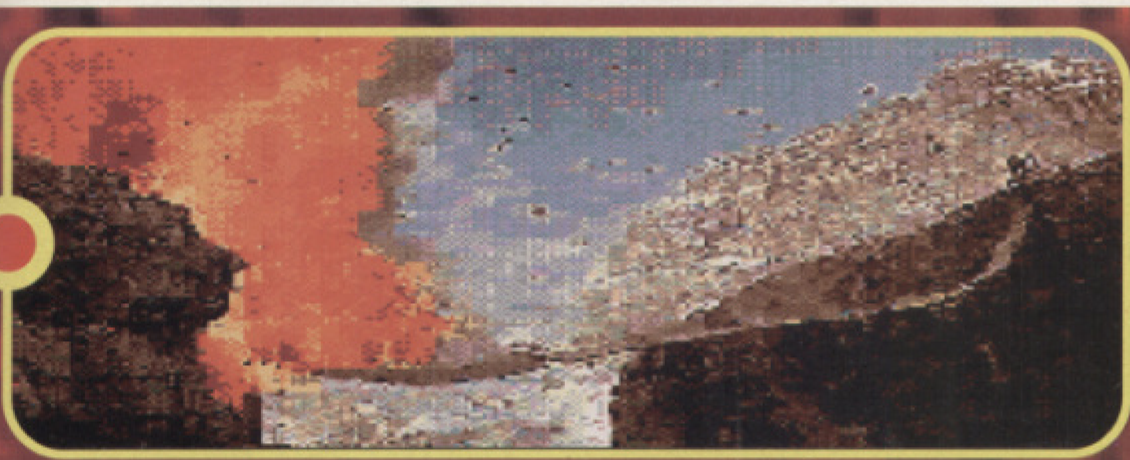
▼*Keith looked up. Yes, it was. The mythical Pegasus...*





▲ *The effects of Mario OD-ing are shown, as Sly tries to bum bounce the bad guys.*





▲ The dangers of opening a carton of Kiora in an enclosed space are revealed.



▲ Ah, c'mon lads. Let me down. Pleeeease....

HANGER



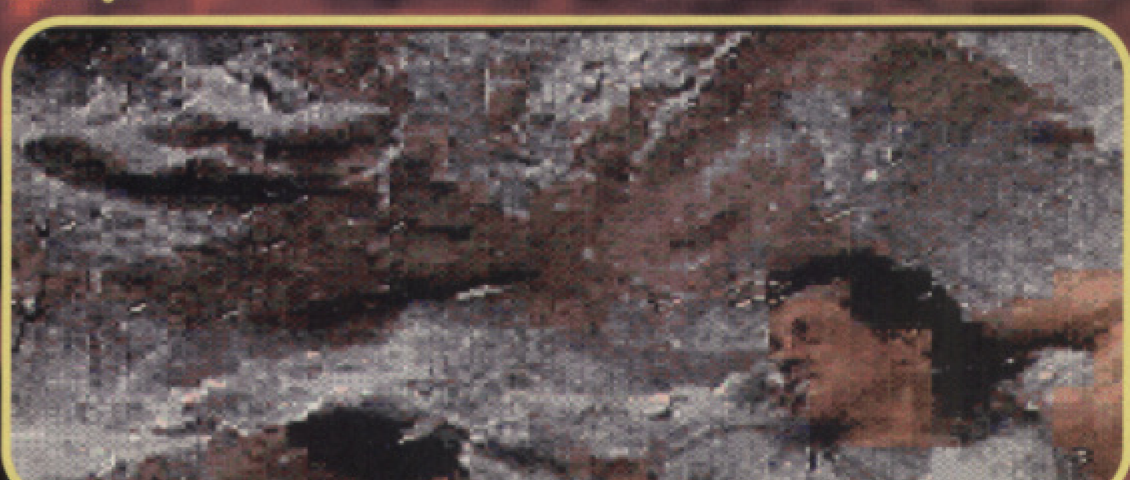




▲ As Eddie Kidd left the ground he had the strangest feeling he'd forgotten something...



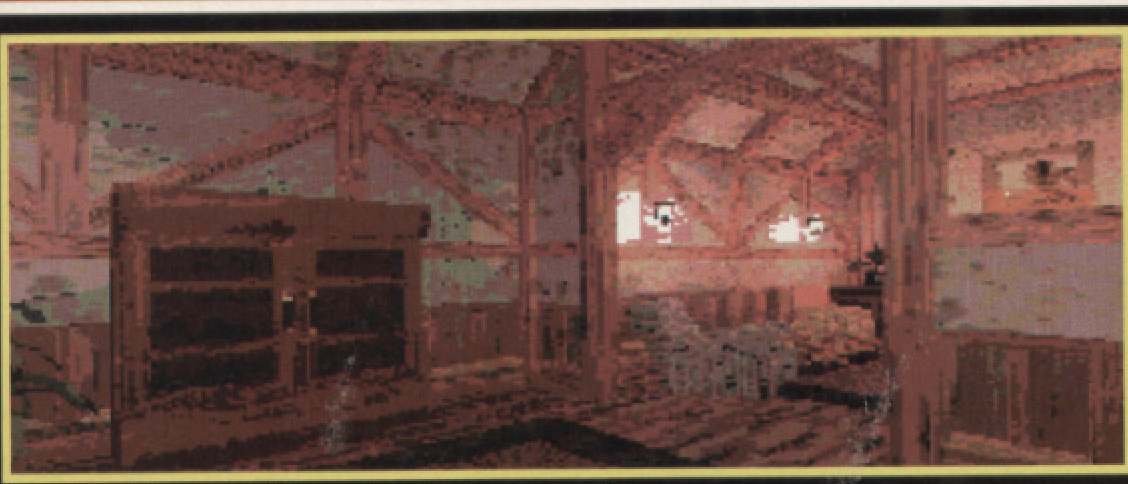
▲ Boy, what were those Polar bears eating last night?



1 PLAYER

RELEASE	FEB
BY	SONY IMAGESOFT
PRICE	TBA

PERCENT COMPLETE





▲ *Menopterists will cream themselves over this game...?*

MANSION OF SOU

Two little children, a brother and sister, play happily in the woods, running through the long grass. Suddenly the girl comes across a small clearing, and she is filled with wonder at what she sees. There is a huge clump of flowers, blooms of such bright colour as she has never seen. Above them flutters the most beautiful and fragile of luminous butterflies.

Her brother enters the clearing just as she dashes after the fluttering insect. Following her cries as they both head deeper into the forest, he too enters a clearing. But instead of his sister he stands before a towering building: a vast and crumbling mansion. A house he has never seen in this place before.

This sequence forms the introduction to Mansion Of Hidden Souls, one of the most intriguing of new products for the Mega-CD. Mansion's most impressive feature is it's first-person perspective graphics. Touted in Japan as a 'VR' game, it does indeed present a virtual world of hallways, staircases and chambers. The game involves exploring the rooms of the mansion, looking for objects and clues leading to the discovery of your sister. Mysterious music and echoing voices add to the exceptional atmosphere the visuals create. Mansion Of Hidden Souls is scheduled for a Spring release, with all the speech converted to English already. We'll inform you if it leaves us speechless in the next issue of Mean Machines Sega.



▲ *Dear diary, this house is scary. I want out. signed Gus.*

▲ *PRO TIP! If you like to slide down bannisters like these, remember to jump off before the end!*

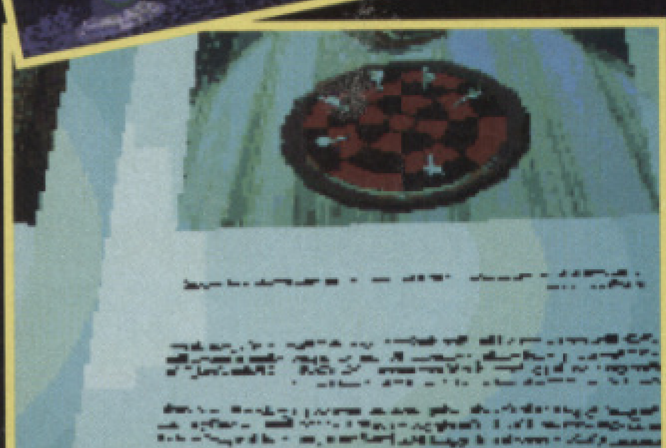


▲ *Florid action deep in the mansion.*













▲ A torture chamber cunningly disguised as a sitting toom.





▲ What can you say to a screenshot like that?





▲ It's a rather lofty set of 'apples and pears'

THE IMAGE BANK

The mansion's graphics look very realistic, but they are not filmed but rendered. Rendered images are produced by creating a skeletal model of a 3-D environment, before overlaying the model with textured surfaces – wood panelling or wallpaper, for instance – a bit like papier maché. The technique can produce exceptional results, as seen in Virgin's 'Seventh Guest' on CD-i and PC CD-ROM. Although not looking as clear as these, Mansion of Hidden Souls is a good debut for the Mega-CD attempt at this technique.

HE HIDDEN
LS

▼This is starting to get seriously scary .











1 PLAYER	RELEASE: MARCH
	BY: SEGA
	PRICE: TBA

PERCENT COMPLETE

PREVIEW

IMP MISS

THE S



"Another visitor. Stay a while — stay forever..." Cue maniacal laughter, and you have the introductory sequence to what was probably the most ground-breaking platform game of all time. Whilst Spectrum owners were swamped by wave after wave of flick-screen Manic Miner clones, it took US development team, Epyx, to finally break the mould — and the game to do so was Impossible Mission. Of course, it's all-too easy to view these halcyon days through rose-tinted specs, but Microprose are about to test whether the Epyx platformer has stood the test of time as they update Impossible Mission for the Megadrive in an all singing, all dancing, remixed version.

Impossible Mission is a platform-based arcade/adventure in which the player is cast as Agent 4124. An evil genius, Elvin Atombender, has holed himself in a large tower block and is threatening to destroy the world with a series of radio-controlled nuclear warheads controlled from his high security bolthole.

Reconnaissance reports show that the eccentric megalomaniac has secreted the necessary weapon-disarming codes within the many furniture items within the building, so 4124 has infiltrated the tower in an attempt to retrieve the codes and neutralise the warheads. However, time is of the essence as Atombender has given a one hour deadline for his demands, so 4124 cannot afford any hesitation in his search.



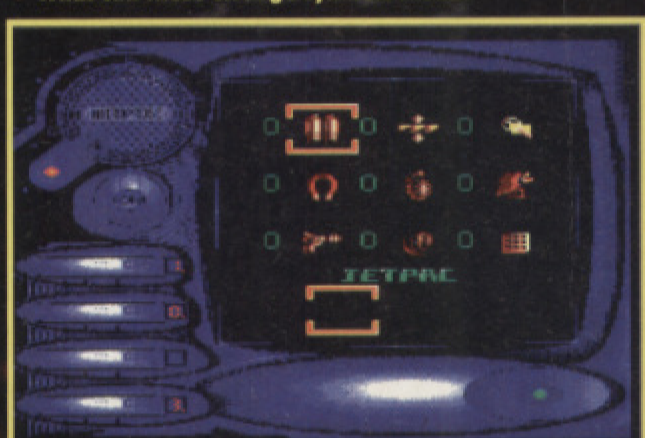


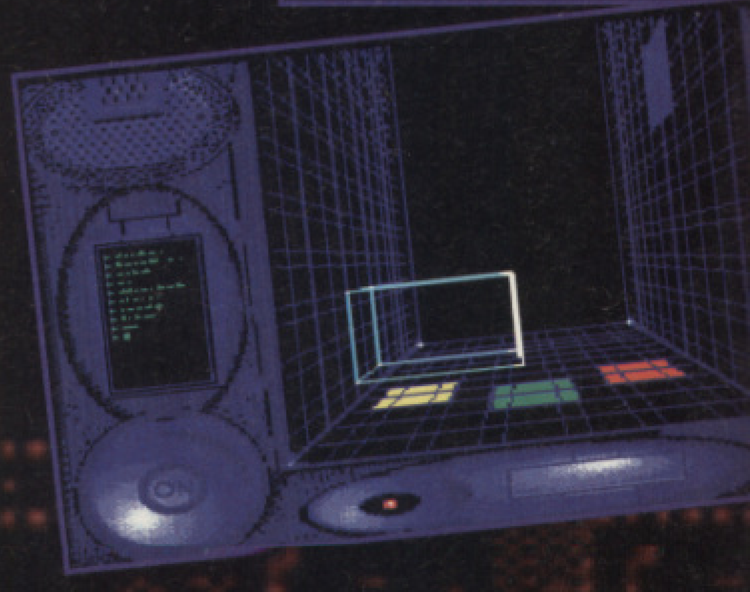
FRESH LICK OF PAINT

This version of Impossible Mission is a much larger game which greatly expands upon the original C64 idea. The basic aim of searching the furniture for passwords still remains, but Agent 4124 is a lot more versatile than he used to be, and he can now add the likes of jetpacks and laser rifles to his armoury. In addition, joining 4124 are a T1000-style droid and an as-yet unnamed female agent. Microprose are aiming to give each character special abilities — for instance, 4124 will be the most agile, whilst the robot has slightly more resistance to the robot weaponry.



▼ *What can these strange symbols mean?*





OSSIBLE SION 2025 PECIAL EDITION

OOH, ME DROIDS

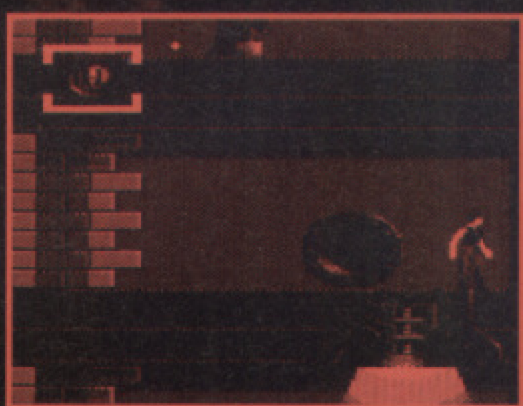
Although Elvin is obviously a bit screwy, he's not so daft as to leave the passwords unguarded. Patrolling the building's many ledges are a series of deadly guard droids, each armed with a laser and an electrically-charged outer shell. Contact with these mechanical menaces is fatal and, if this wasn't enough, there are three different robot behaviour patterns to watch out for. Some pretend to be deactivated until you're within blasting distance, whilst the others automatically sense when someone is nearby and whiz to that end of the platform at full pelt. Thankfully, though, also located on the platforms are a series of computers which, if the necessary icon is found, allows 4124 to temporarily disable the robots in the current room.







▲ Enough girders to make several cans of Irn Bru.







▲ Sinister red light floods the corridors of terror.



SOMETHING OLD...

Just for all the nostalgia freaks out there, Microprose has included a pixel-perfect conversion of the original C64 version! Every aspect of the old 8-Bit game has been faithfully recreated — from the blocky sprites to the assorted sound effects — and the exact 8-colour palette has been ported over, too!

1 PLAYER

RELEASE: TBA

BY: MICROPROSE

PRICE: TBA

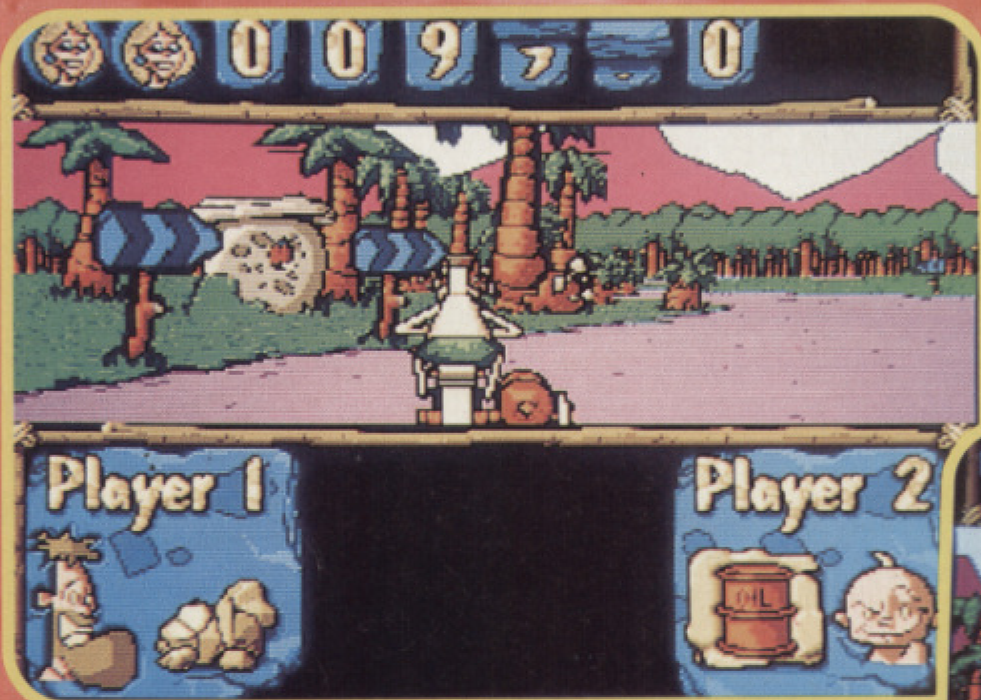
PERCENT COMPLETE

CHUCK RACING



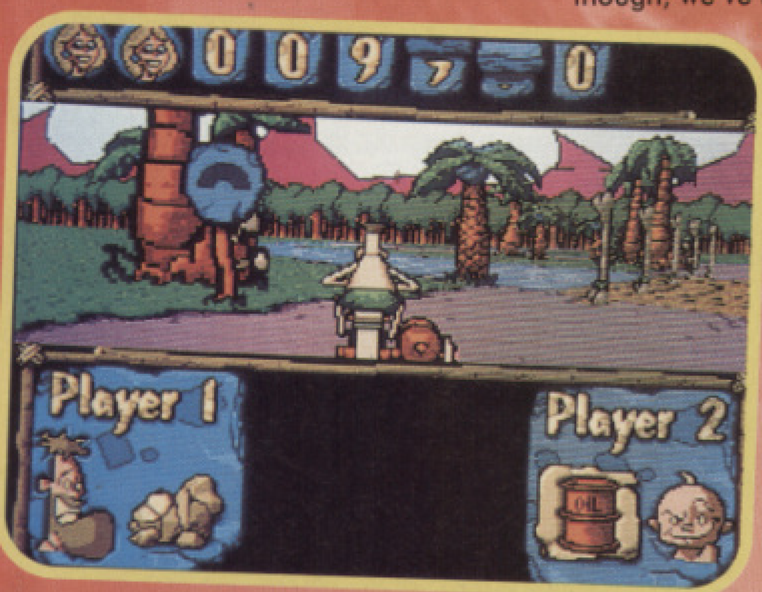
▲ *And when I hit my hand against the dashboard, stop.*

▼ ***Chuck's vehicle comes complete with natty sidecar!***

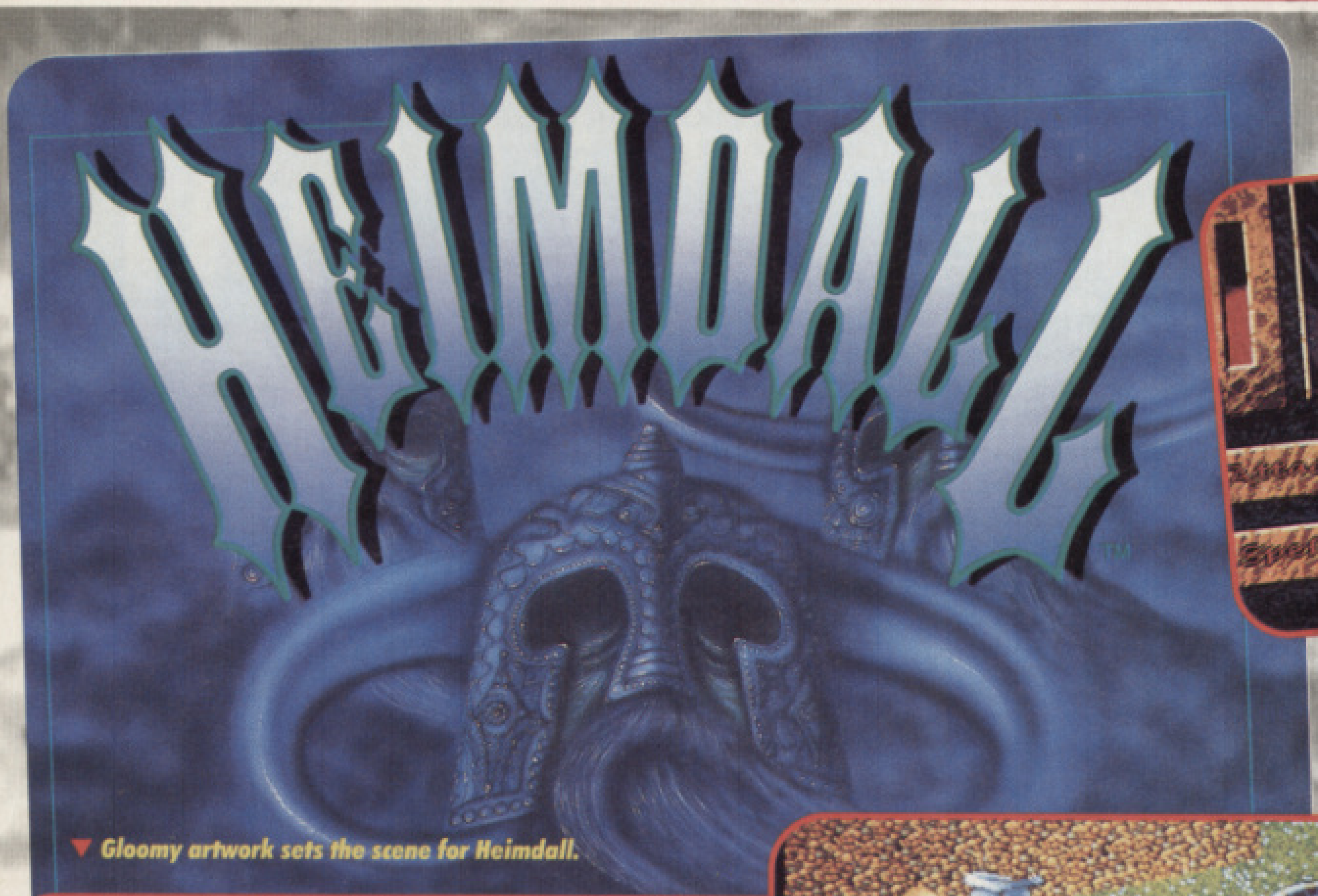




Move over Mario Kart! Core Design are revving up a rival racer to blow the plucky plumber and his mates off the road. Yessiree, Chuck Racer is a Mega-CD race game which features Chuck, his son, and a host of characters lifted from the two platformers and sees them trying to outdo each other across a series of tortuous rally-style courses. However, for those of you expecting a clone of the Super NES classic, think again as Core have more than a few aces up their sleeves...
Having selected your character from the eight on offer, the game begins. Using full-screen scrolling in one-player mode and a split-screen effect if a mate joins in, Chuck Racer's Neolithic courses feature all the usual bridges and oil slick hazards – with a few dinobaddies thrown in for good measure.
However, most impressive is the addition of huge hills and raised bends, as Core have created a stunning 3D update system which undulates and tilts the screen – a la Sega's Rad Racer coin-op. In addition, each of the characters is armed with a particular skill so whilst Chuck's son can fend off anyone over-taking with a swing from his trusty club, his Dad's belly proves equally effective at seeing off the opposition.
To say that Chuck racer is at an early stage of development is the understatement of the year. The game is being pieced together in between the development of Battlecorps by the same team. That said, though, we've managed to sneak a very early peek and can already promise that this is going to be one to watch. An exclusive preview is on its way, so keep your eyes on these pages.



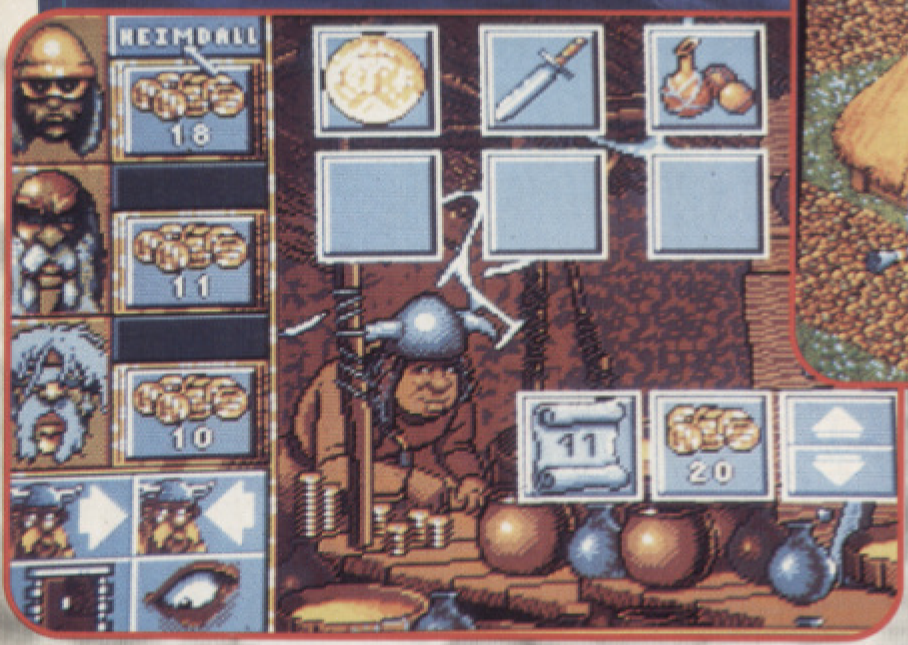
1-2 PLAYERS	
RELEASE	TBA
BY	CORE DESIGN
PRICE	TBA
PERCENT COMPLETE	



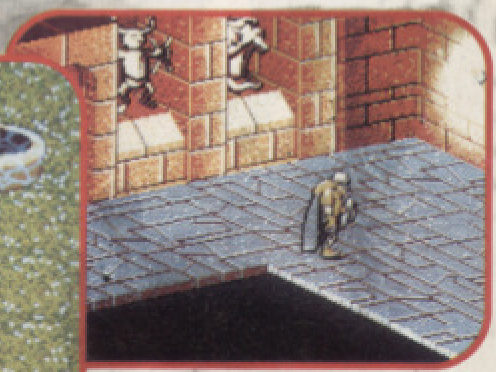
▼ Gloomy artwork sets the scene for Heimdall.



▲ A long torchlit corridor in some Norse castle. Probably







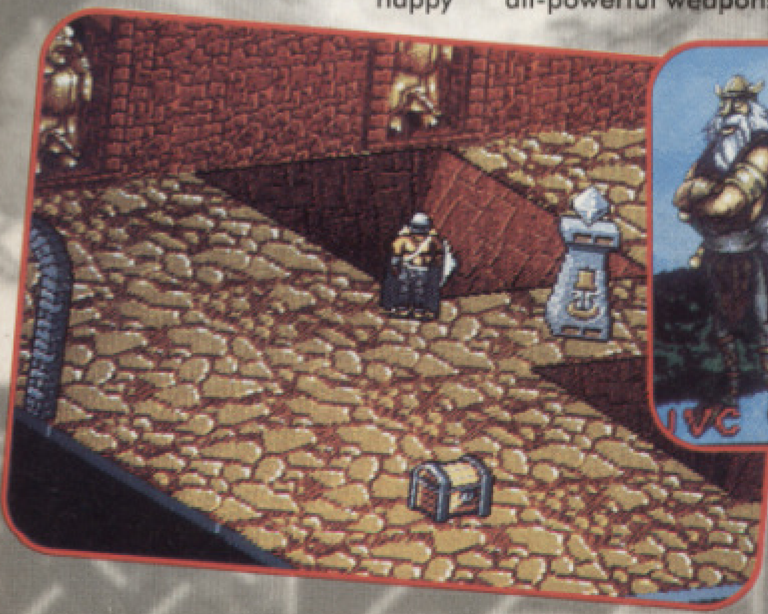
Norse legends tell of an almighty confrontation between their many Gods. The Battle of Ragnarok as it was known saw the destruction of nigh-on every Nordic deity and coincided with the end to the Viking reign of terror. Hardly a happy time, it has to be said, but the prelude to the battle is the setting for JVC's Mega-CD conversion of Core Design's Amiga classic.

Legend has it that a mere mortal will have a hand in the eventual destruction of the Gods by locating and returning three all-powerful weapons to their heavenly owners. Cast as young Heimdall — the aforementioned mortal — a journey across the known world and a series of hazard-filled isometric screens stands between the player and Thor's hammer, Odin's spear and, well, something else. An axe, I think.

NORSEY BUT NICE

Heimdall is mix of arcade/adventure and RPG styles, with the young hero and his party of five scouring the scrolling locations in search of food, magic and extra weaponry. Whilst the bulk of the game involves wandering from room to room, an element of strategy is also needed when plotting courses across the eight islands and when entering battle with the many foes within the game. In addition, only three of your party can be selected, so a mix between warriors and wizards is essential.

Core are handling the conversion themselves and the game is currently awaiting a release date. However, JVC don't actually possess a Sega licence so, as with Rebel Assault, there's no definite release date as of yet.





▲ You can say a lot about the Vikings, but they did make lovely cottages.

1-4 PLAYERS	
RELEASE	TBA
BY	JVC
PRICE	TBA
PERCENT COMPLETE	

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NEXT MONTH

JOHN CRIVVEN'S BACK PAGE BULL

London calling... London Calling... This is The MMBC — Mean Machines Broadcasting Corporation. For our April edition, programmes will be as follows:

06.00 HICKMAN'S HANGOVER SHOW(R).

Another chance to see Lucy dealing with the morning after the night before. Also, how to stop a neigbours' all-night party without breaking the law...

13.00 THE NEWS

lots of it, from around the world, and a month before any other Sega mags get it.

14.00 CLAIRE'S GIRL'S TALK

Grab a cuppa and a Hob-Nob and relax in front of Claire's popular afternoon prog for people who wear skirts (not shown in Scotland), and see why they call her little Miss Muck. This week she reveals the secret of hoovering up against skirting boards and lowering hems. Also, see Claire's hat spot.*

16.00 GRANDSTAND

A full sporting programme, including EA's newest PGA Tour game and Konami's Hyperdunk Basketball, introduced by Gus.

22.00 QUESTION TIME

Sir Paul of Davies hosts the monthly forum of topical debate on such issues as, 'Does the 'Bert'n'Ernie cheat for Streetfighter actually work?', and 'Where does Paul get his intro ideas?'. Tips followed by a Landstalker guide documentary.

23.00 NO MOVIES, GAMES, GAMES, GAMES, NO VIDEOS

A very long schedule of exclusive and detailed reviews. May be too exciting for readers of a sensitive disposition.

00.15 CLOSEDOWN

For some crappy 'rival' mag somewhere. Probably.

*CLAIRE'S HATS AND THINGS

Mademoiselle Claire, of the House of Coulthard, has granted permission for Mean Machines to print some of the smashing clothes from her new Spring collection. Just mutilate the page with a pair of scissors (best to get a grown-up for this one, kids) and you have your own paper boutique.

Hours of fun!



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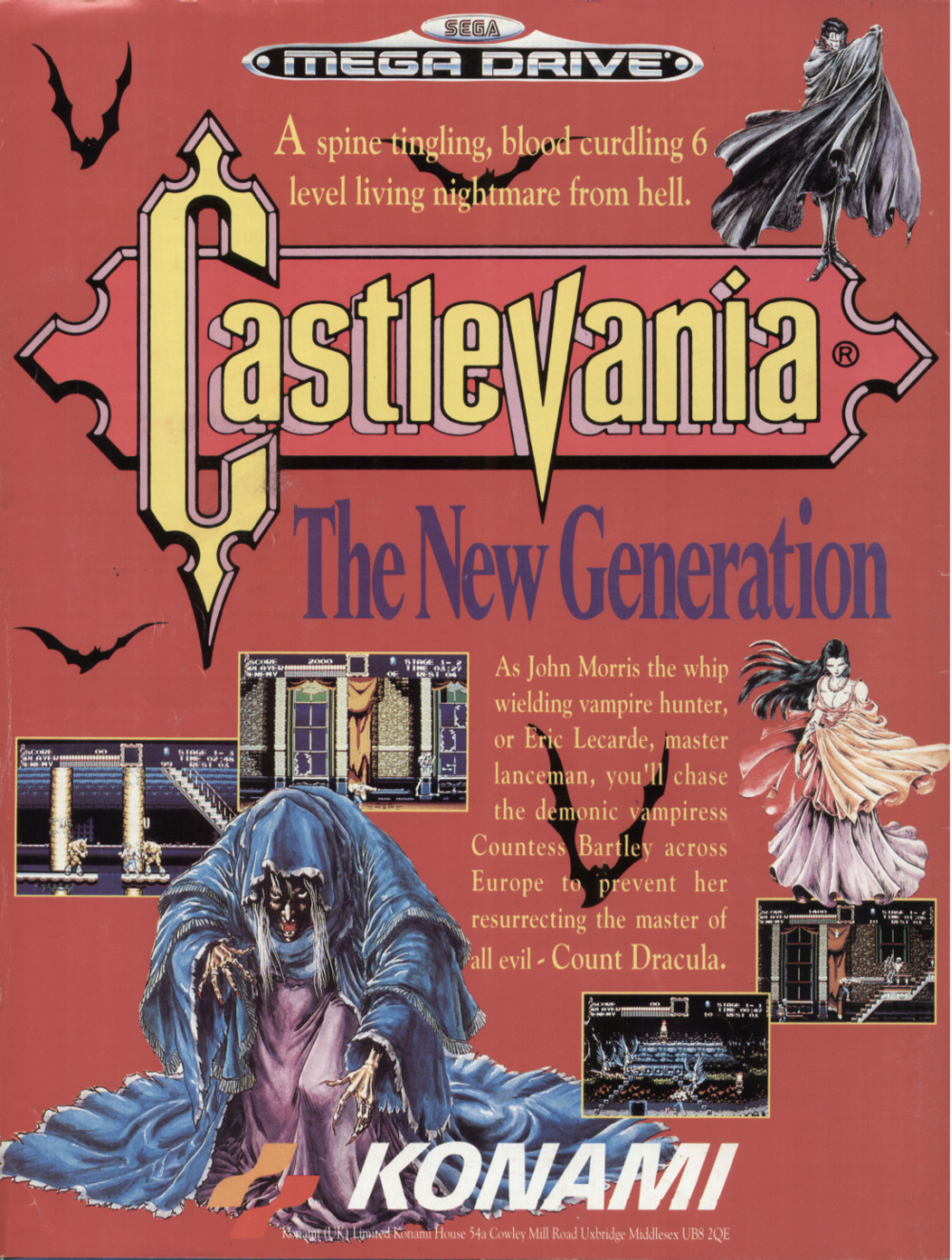
ALL PROCEEDS GO TO CHARITY



HELP! is a strictly limited edition compilation and is available exclusively from Dixons, but only while stocks last! All the games in this compilation have been donated by the publishers absolutely free of charge. Dixons are donating all profits from the sale of HELP! which will go to Childline, The Prince's Trust and other charities to be announced.

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